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issue 96

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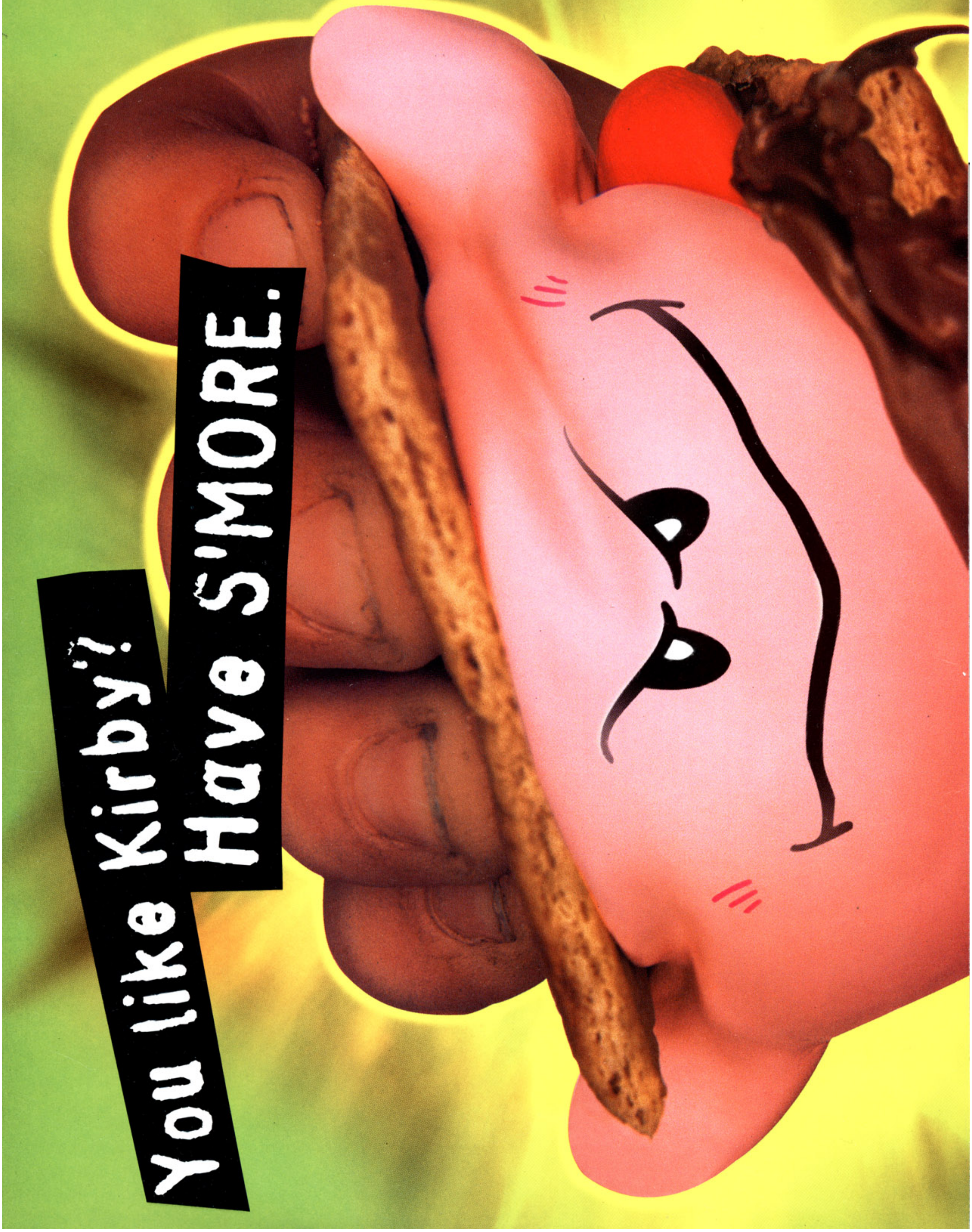
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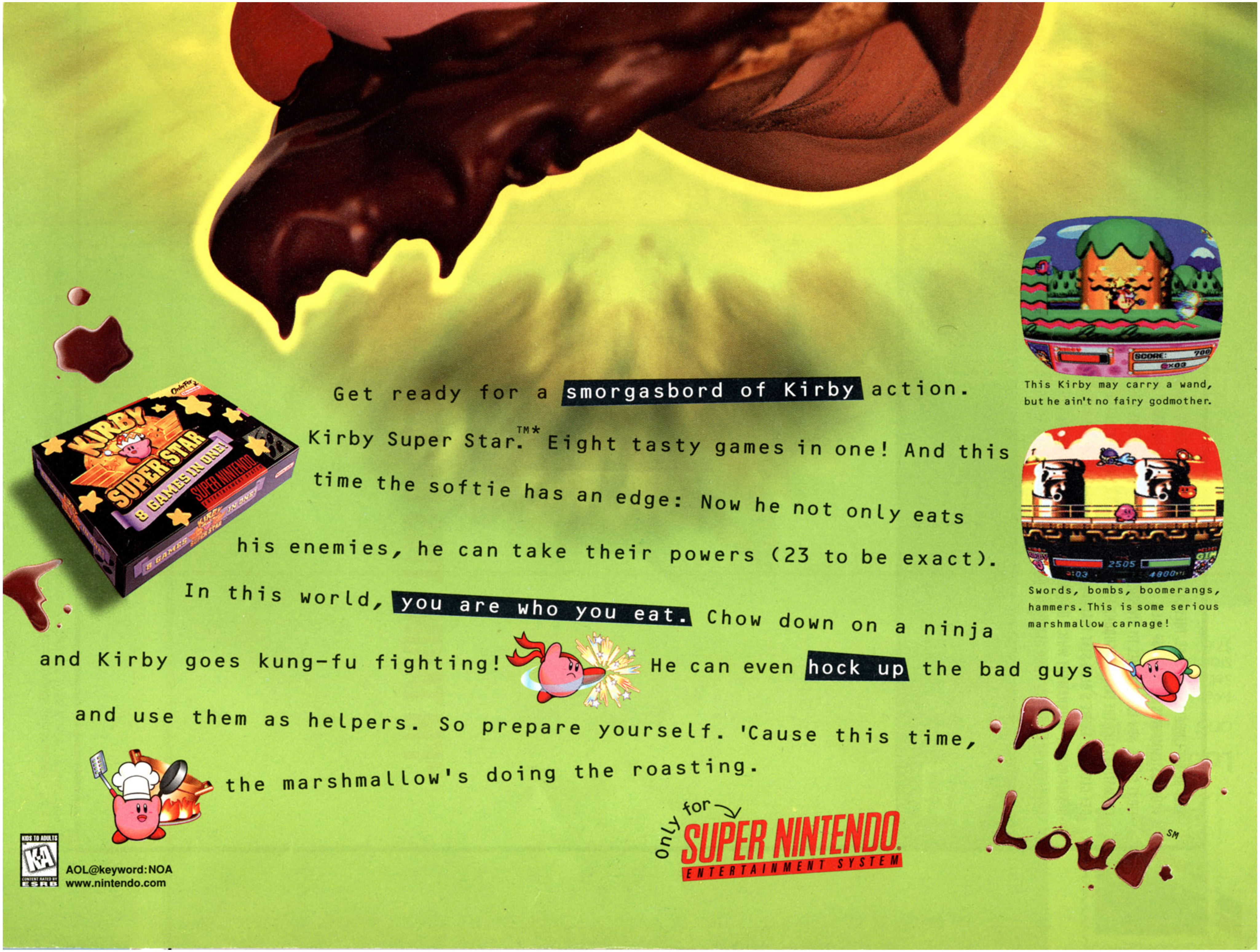
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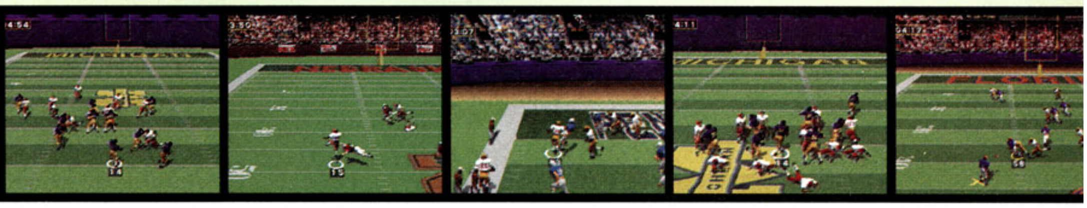

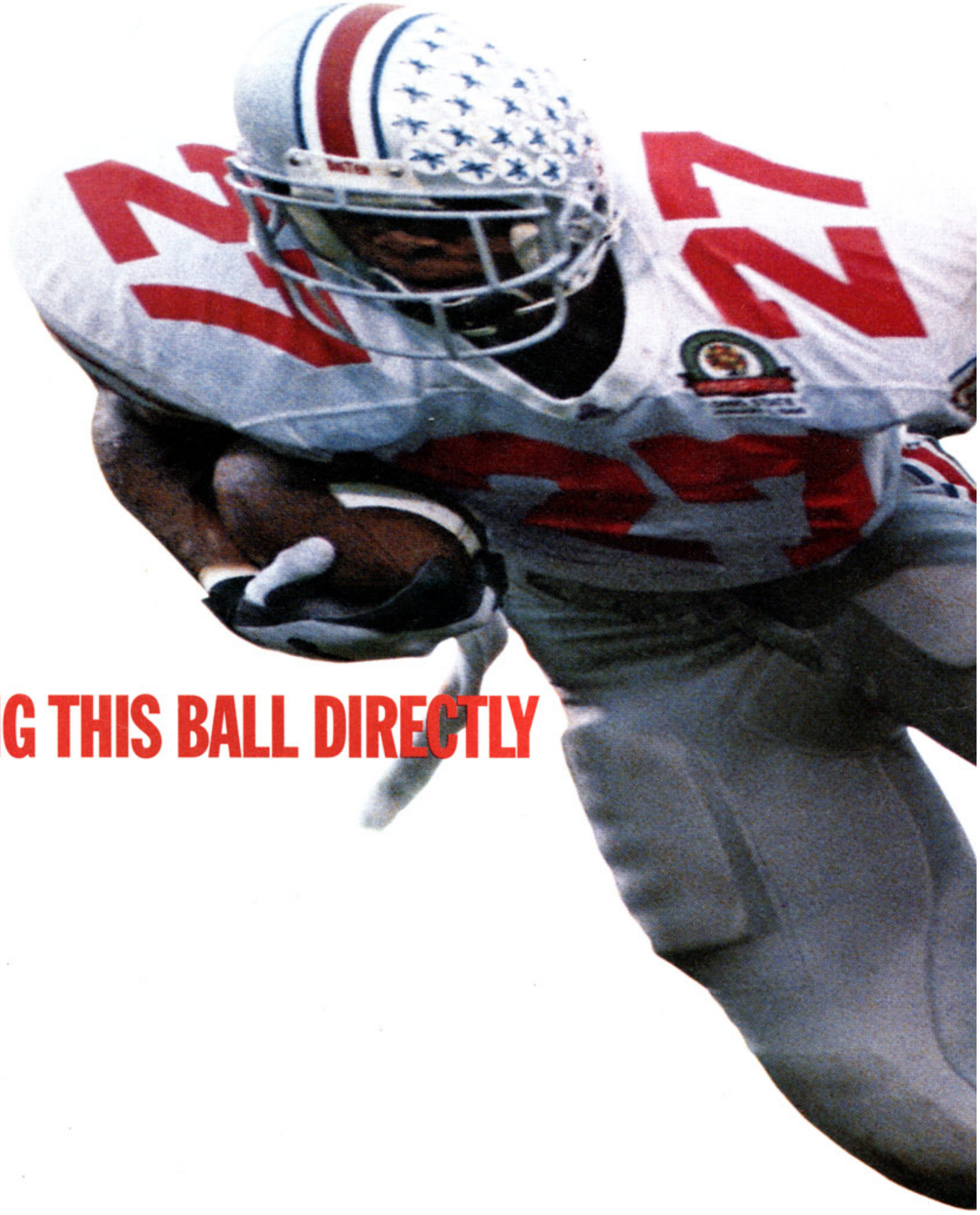

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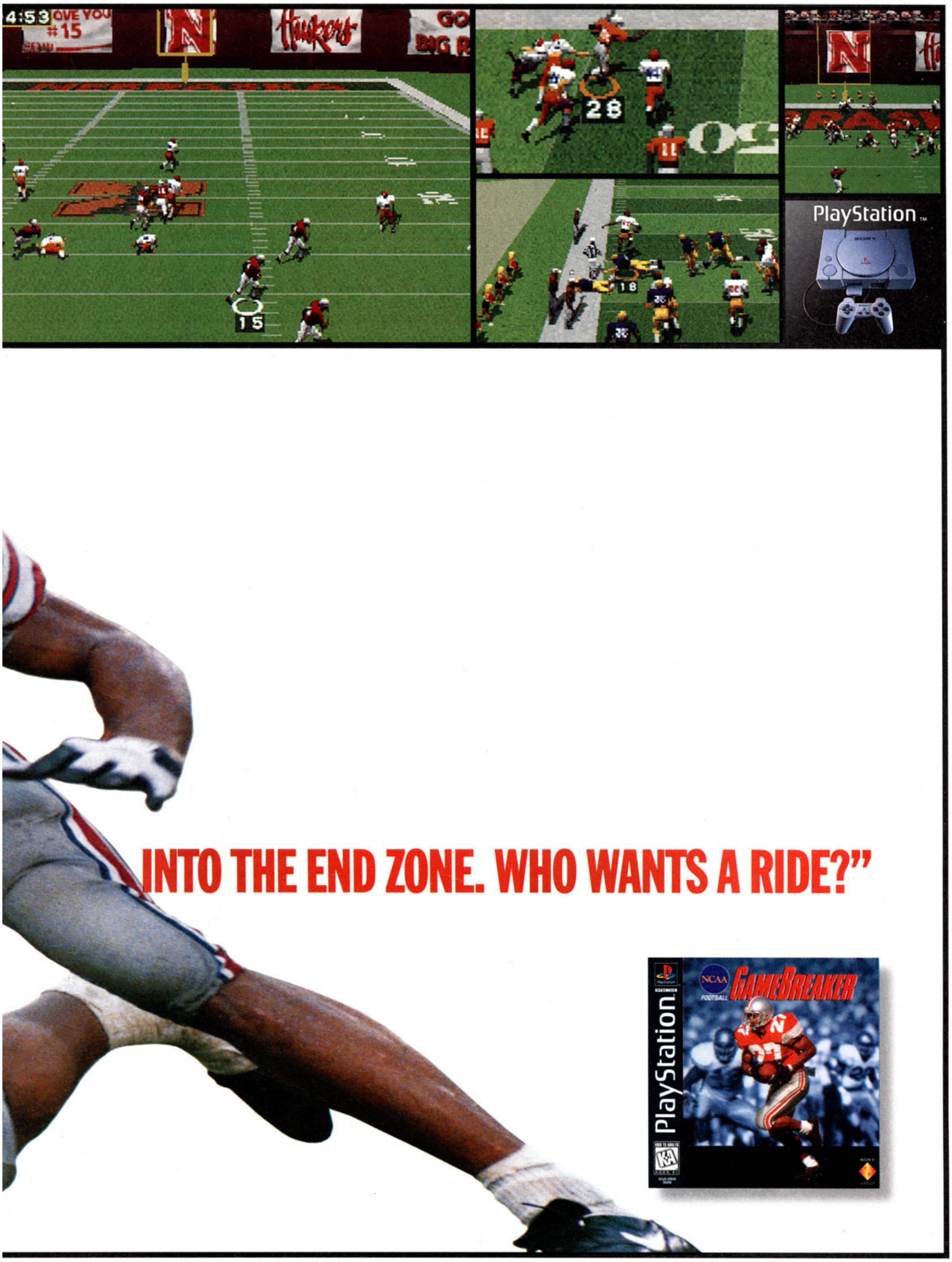
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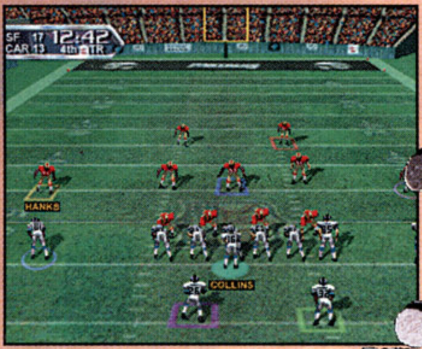
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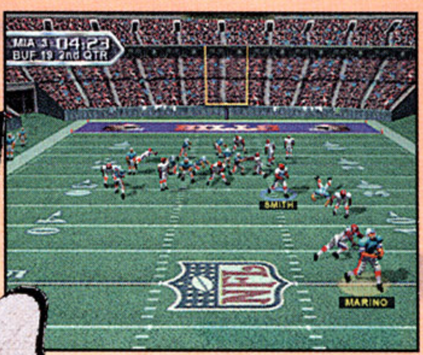
HANKS
COLLINS

PLAYER SPRITES FEATURE HELMET LOGOS AND UNIFORM NUMBERS.

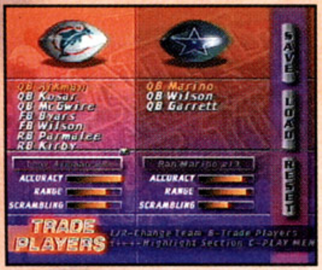
NFL QUARTERBACK CLUB '97


MIA 3 04:23
BUF 19 2nd QTR
SMITH
MARINO

ALL NEW PLAYER ANIMATIONS INCLUDING QB SLIDES, LATERALS AND DIVING.

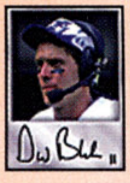
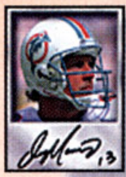
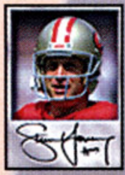
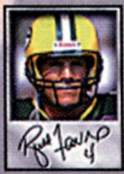
GOING DEEP

Over the past couple of years Acclaim has been putting a lot of hard work into their sports games and the payoff is here in the shape of NFL Quarterback Club '97. Fulfilling the promise of the '96 release, QB Club '97 makes all the right moves from the all-new Artificial Intelligence down to the clearly visible numbers on the players' shirts.


SAVE
LOAD
RESET
QB Aikman
QB Kosar
QB McGwire
FB Byars
FB Wilson
RB Parmalee
RB Kirby
QB Marino
QB Wilson
QB Garrett
Troy Aikman #8
Dan Marino #13
ACCURACY
RANGE
SCRAMBLING
TRADE PLAYERS
L/R-Change Team B-Trade Players
↑↓←→-Highlight Section C-PLAY MEN

MAKE THAT BLOCKBUSTER DEAL OF A LIFETIME.

Awe-inspiring 3-D rendered stadiums are the arena for QB Club '97's 500 new plays and the souped-up A.I. means that your computer opponent learns your coaching style and play calling tendencies — no free yardage, here! And the popular simulation mode gains 30 riveting new scenarios where you play out memorable finishes in NFL history.

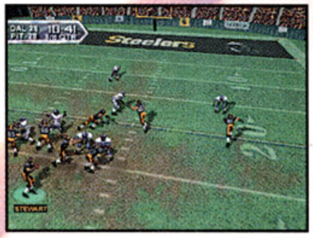





The graphics are some of the best I have ever seen in a football game. Everything from laterals to QB slides features new motion-captured animations which rock.

But graphics and A.I. don't mean squat if you ain't got the details right...and Acclaim has done their homework. You can stock your team through trades and substitute any player at any position if they're not getting the job done and track complete season, game and player stats. The redesigned play 'plaques' are slick and easy to read. And if showboating's your style then you're in highsteppin' heaven. Acclaim promises that there'll also be a bunch of hidden teams and even wilder touchdown celebrations...for those who know the codes!

NFL Quarterback Club '97 is hitting the stores August 29th, at the beginning of the real season. Just like a real Quarterback, it's going to drive deep into enemy territory packing a full array of offensive weapons ranging from crisp graphics to solid gold gameplay. This is video game football at its best!

Title
NFL Quarterback Club '97
Category
Sports
Publisher
Acclaim
Available
8/29/96
Platforms
PlayStation
Sega Saturn
DOS CD-ROM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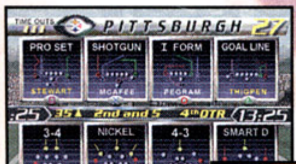
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PRO SET
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I FORM
GOAL LINE
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2nd and 5
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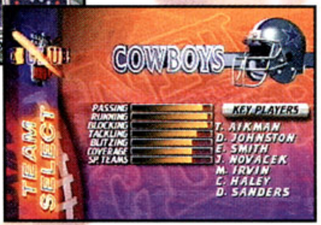
DALLAS

REDESIGNED PLAYBOOKS FEATURE 500 NEW PLAYS.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COWBOYS
PASSING
RUNNING
BLOCKING
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COVERAGE
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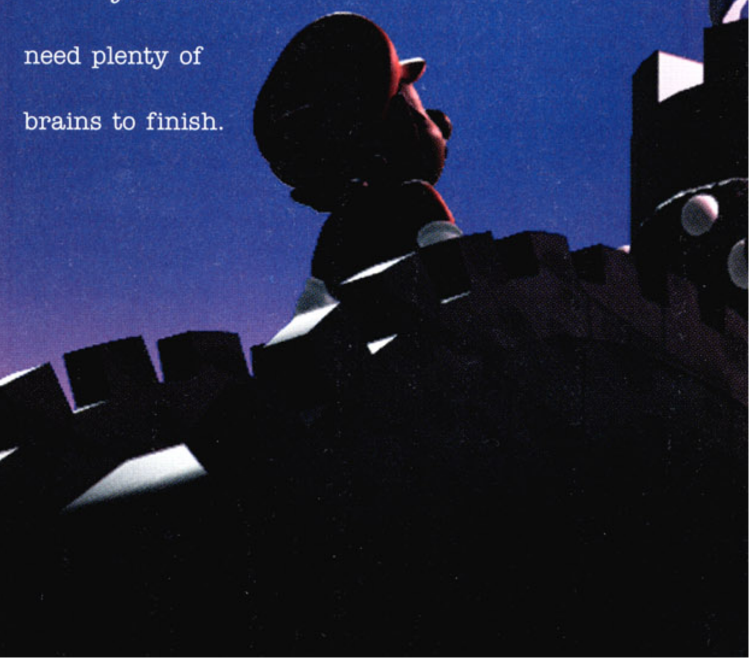
Jumping, ducking and dodging have always been a critical part of any button-bashing Mario adventure. But with the new Super Mario RPG you'll also be pushing every brain cell you've got. • That's right. You and the world's most heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a classic Mario adventure. Plus, meet the mental challenge as the story unfolds in this fully-rendered role-playing game! • It's the best of both worlds. One minute you're neck and neck at the Yoshi Races. The next you're gambling the night away at the Grate Guy's Casino. And, in between, you'll have to test your brains on mind-mushing riddles and new action-puzzles. Of course you'll find plenty of new friends who can help out. But they'll need your help in return. Without you, Mallow will never find his true family. Geno will never become a real boy. And Booster will never find a bride. • You'll also bump into all kinds of new baddies, plus classic goons from every Mario game in history. Only now, they're rendered in ACM with a 3-D, three-quarter overhead view. • So get ready for all kinds of new Nintendo action and brain-bending Square Soft adventure. Remember, running and jumping is a great start. But this time around you'll also need plenty of brains to finish.

You'd never want to be on the bad side of your new pal Mallow. His thunderbolt Special Attack brings a blast of lightning down on any enemies in sight.

You want a new kind of Mario action? Try the Yoshi races. But here's a tip. If you don't hit the buttons to the beat, you'll get beat.

Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.

Finding Frogfucious is a wise move if you want to know more about your future quest.



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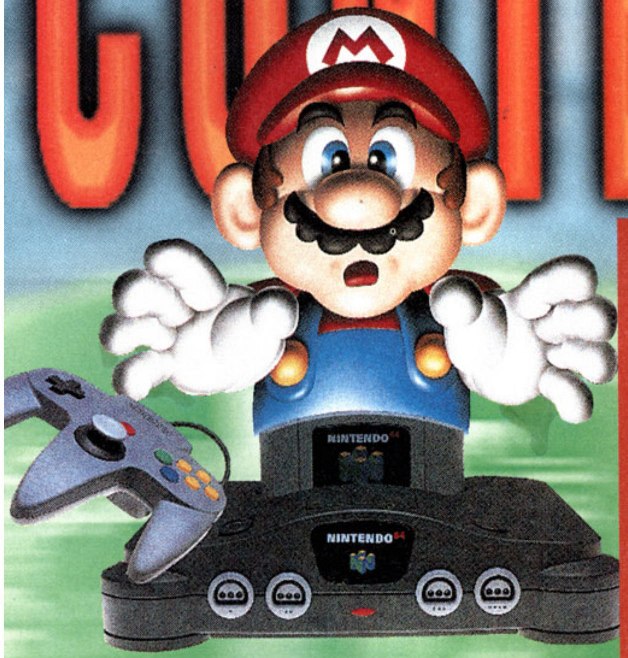

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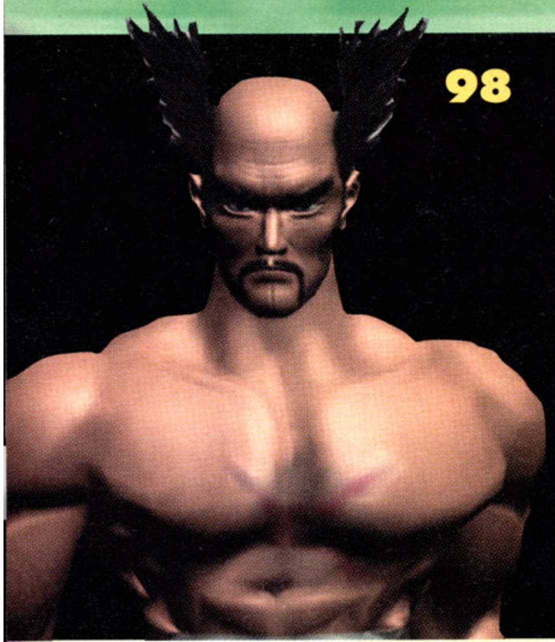


98 SWATPro Strategy Section

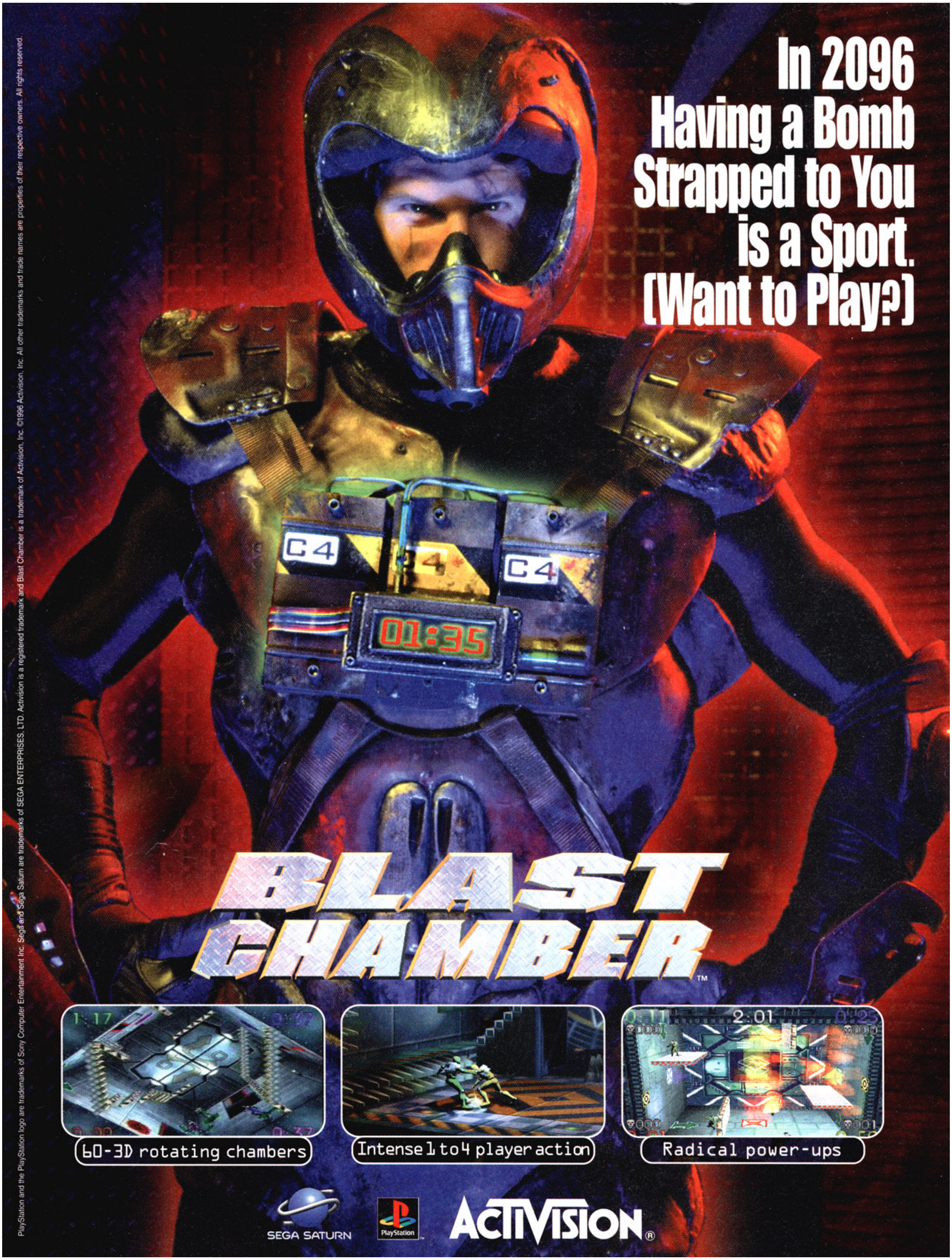
The Fighter's Edge Presents: Tekken 2! (PlayStation)

Part 2 of the series breaks down combos, special moves, linking moves, and throws for the remaining original fighters, the new characters, and some of the hidden bosses.

SWATPro

Secret codes and tips! Night Warriors: Darkstalkers' Revenge turbo speed, Alien Trilogy stage skip, and more!

Cover: Courtesy of id and Williams Entertainment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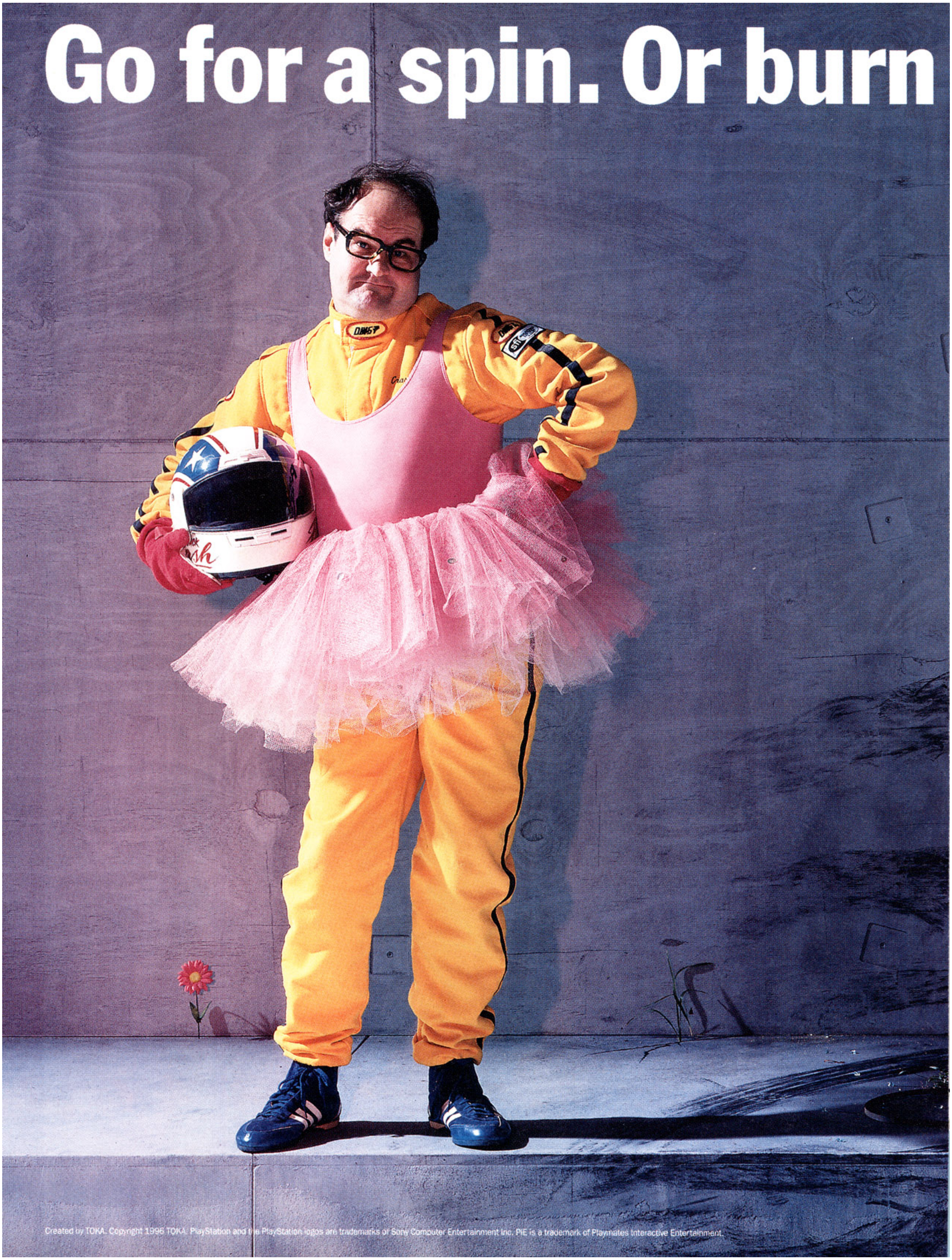
Go for a spin. Or burn

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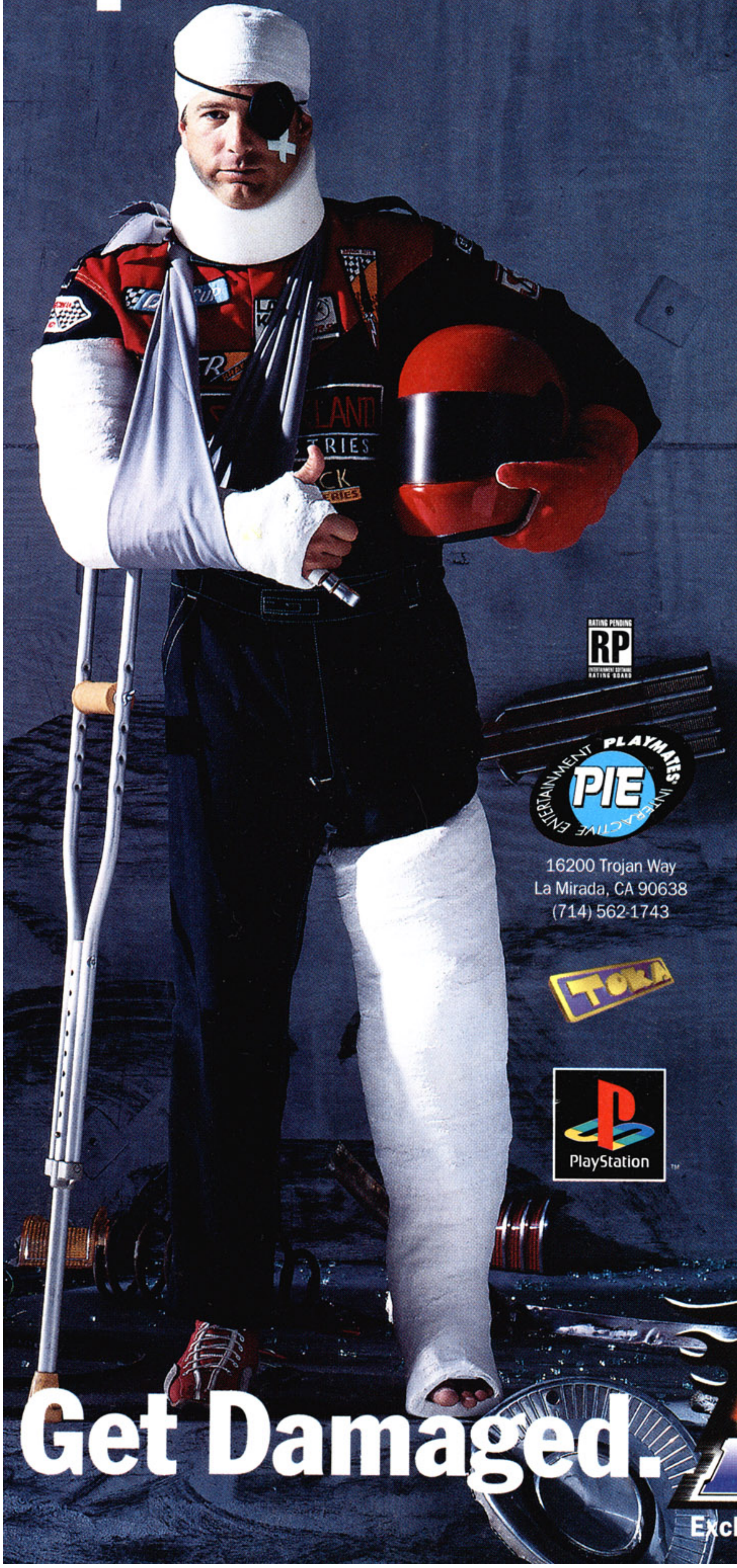
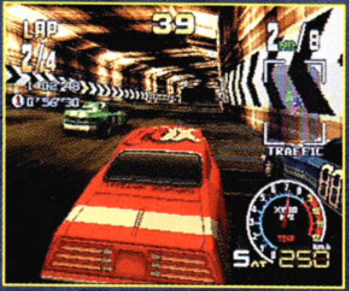
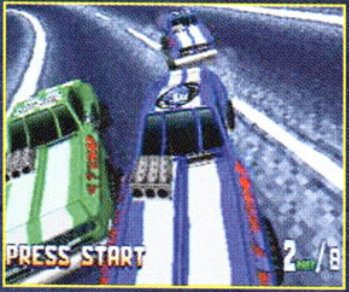
up the road.





There are two kinds of people in the world. Those who wear pink. And those who see red. If you're in the second category, you know other racing games just aren't up to speed. So hit the Burning Road.™



Four kick ass vehicles scream over ***three savage tracks. Wipe-out weather conditions*** rock your world. Choice of ***automatic or manual transmission*** puts you in control–while ample opportunities to ***slam or be slammed*** hurl you out of it. From there on in, your performance is not a pretty picture. Especially when you consider all the ***visible damage*** left behind. Toss ***blazing arcade quality action*** and ***4 distinct camera angles*** into the mix for the ultimate roadkill recipe. And unlike those other games where you may never know what hit you, Burning Road's ***entire replay mode*** plays the whole race start to finish–not just lap highlights.

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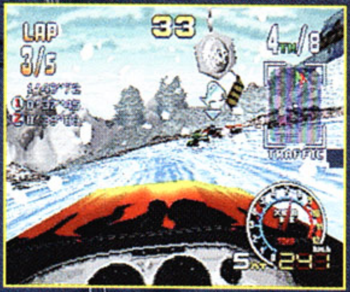


So trash the tutu and strap on a helmet. Because with Burning Road, you're an accident waiting to happen...but not for long.

http://www.playmatestoys.com

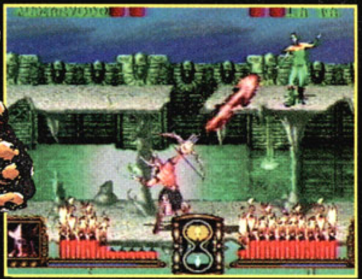
Get Damaged.

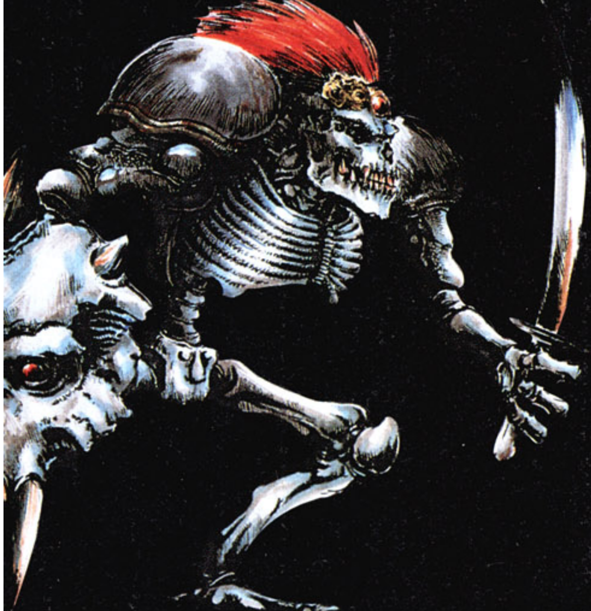
BURNING ROAD

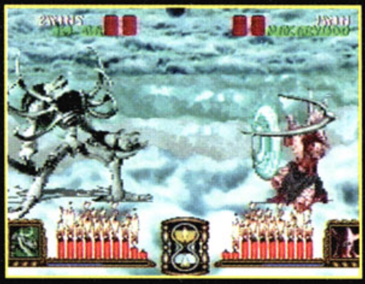
Exclusively for PlayStation game console

FIGHT LIKE A MONSTER...

BRING A MOP...
THIS IS GONNA GET MESSY.


FREAKISH CARNAGE IN SPRAWLING
MULTI-PLANE ARENAS!




MUTILATING SUPER-MOVES
THAT'LL MAKE YOUR HEAD SPIN!

BATTLE MONSTERS
FOR SATURN™

There's a rumble in hell...and you're invited. Twelve psychotic monsters fight fist-and-fang in the darkest, goriest head-to-head combat ever! In bone-chilling interactive, multi-levelled environments, the beasts of the undead unleash clawfuls of sickening supermoves in a bid to be crowned King of Darkness! Overflowing with blood, guts, drool and slime, Battle Monsters is mangling multi-hit. mid-air fighting with super-fast scaling, chopping, stabbing, gouging, morphing and dying. Feeling lucky, freak?

RATING PENDING
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ENTERTAINMENT SOFTWARE RATING BOARD

SEGA SATURN

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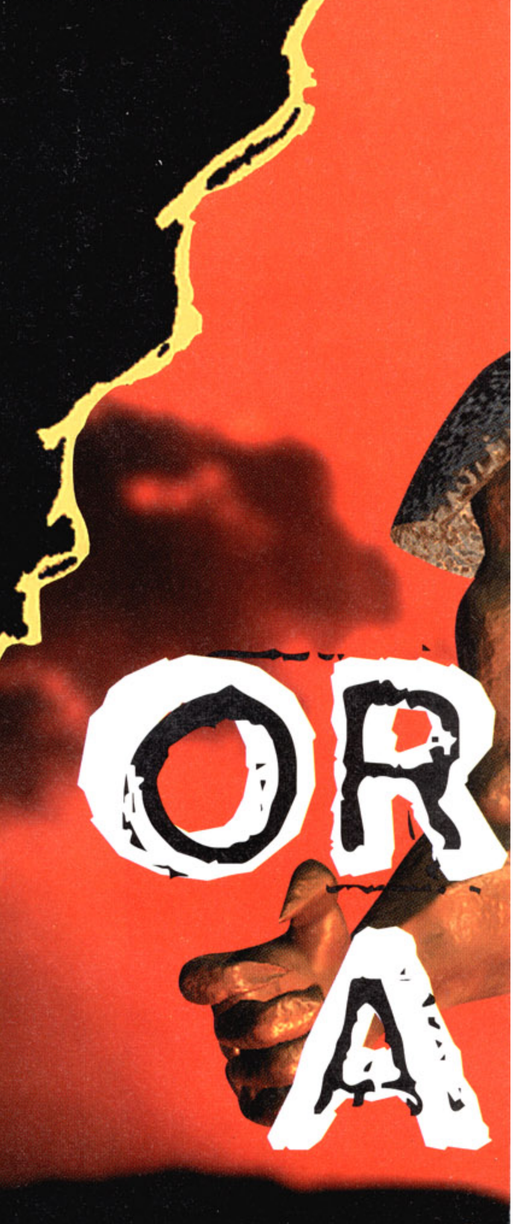

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MONSTERS KNOW
NO MERCY!

Sherry
Majer

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THE STRONGER, FASTER AND
MEANER YOU GET!

3-D POLYGONAL SLUG-FEST WITH
BUCKETS OF GORE!

GOT SOMETHING STUCK
IN YOUR THROAT?

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FOR PLAYSTATION™

Go head-to-ugly-head in a grisly, blood-drenched 3-D slugfest! Seven freakish monsters, slathered in gore, go all out in Killing Zone's eyepopping 3-D arenas! The more they mutate, the more mindblowing the super-moves they can pull off! Set your mongrels free in an automated Death Tournament and watch as they evolve into purebred killing machines! From the gargantuan Gorgon to the psycho Skeleton one thing's for sure...this ain't no beauty contest... this is a monster jihad!

DIE LIKE
FREAK.

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HEAD 2 HEAD

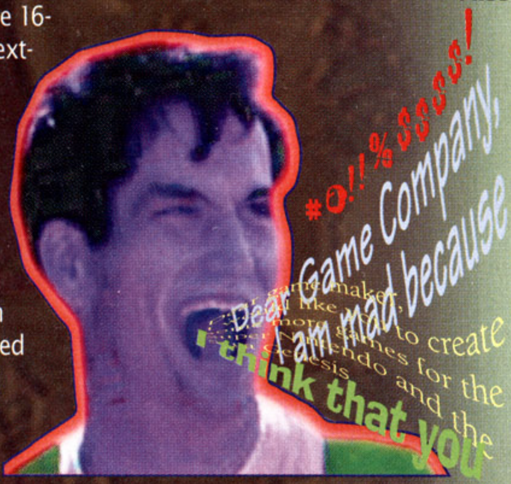
LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

THE PEN IS MIGHTIER THAN THE CORD

Of the thousands of letters *GamePro* receives each month, half are game questions and half are strong opinions. The opinions usually come from knowledgeable readers who are upset by some aspect of the game industry, such as the games they're playing, the high prices they're paying, or the new products companies are delaying.

At right are several letters from readers who want to be heard. We applaud Robert L. Martin, Jr., the Psycho Five, "ERoach6585," and everybody else who strives to change things for the better, but we advise readers to think before they write us a letter: Are we the only people you should be writing to? Robert L. Martin, Jr.'s letter gives good advice to anyone who's upset about the depressed state of 16-bit gaming. We're glad to read what you write, and we're sharing your thoughts with hundreds of thousands of readers, but here at *GamePro* we make magazines, not games, so be sure to vent your frustration about the lack of good SNES and Genesis games to the companies that quit making them. Capcom, Acclaim, and Konami are just three of the companies that have abandoned the 16-bit market in favor of next-generation systems. Most companies' mailing addresses are on their game boxes and their e-mail addresses can be searched for online (or check "GamePro Online" which regularly updates selected Web sites). Maybe you'll influence these companies' decisions as they make plans for next year.


#@!!%$$$$!
Dear Game Company,
I am mad because
I think that you
Dear game maker, I'd like you to create more games for the Super Nintendo and the Genesis

The same strategy applies for other topics. Unhappy with Squaresoft for leaving Nintendo? Don't just tell us, tell Squaresoft. Angry at toy stores for pulling certain games off their shelves, or upset about an ad that some company ran in the magazine? Send 'em a letter or an e-mail, because believe it or not, most companies want to know.

Our policy is simple: We may not agree with all your opinions, but we read them all. We aren't just good gameplayers at *GamePro*, we're good listeners as well. When it comes to getting more out of your gameplaying, sometimes the pen really is mightier than the cord.

The GamePros
comments.gamepro@iftw.com
San Mateo, CA

POWER OF THE PEN

It's sad that third-party publishers have decided to ignore the millions of Genesis and SNES owners who helped these companies make it in the video game industry in the first place. We *GamePro* readers should write to third-party publishers and let them know how we feel about the declining status of the 16-bit systems. I wrote to Accolade requesting that they resurrect Beyond Zero Tolerance, the sequel to Zero Tolerance that they canceled.

Robert L. Martin, Jr.
Mississippi State University

Bro' Buzz replies:

Excellent idea, Robert, and we join you in asking for Beyond Zero Tolerance. Read the adjacent editorial for more ideas about the power of the pen.

No more Squaresoft games for the SNES? We need to write to Squaresoft! We're desperate! What's their address?

The Psycho Five
Spokane, WA

Air Hendrix replies:

We've had tons of requests for Squaresoft's address since it announced it would no longer make games for Nintendo (see "ProNews" and "Role-Player's Realm," May). Here it is:

Squaresoft
c/o Junichi Yanagihara
4640 Admiralty Way,
Suite 1200
Marina del Rey, CA 90292

I recently read "Mom's Rage Pulls Primal Rage from Shelves" (see "ProNews," June), and I've come to one conclusion: Boycott any store that is refusing to sell Primal Rage. If the big retail stores start losing money, they just might stop holding back games.

"ERoach6585"
Internet

Coach Kyle replies:

You have a good idea, but how will the companies know that you're boycotting them? A year from now their financial reports may indicate that video game sales dropped, but will they know why? A boycott paired with a letter-writing campaign would hit home a lot harder.

GAMES 'N' GEAR

Your May issue has an ad on page three for NBA Shootout. At the end of the small print I noticed this button sequence: R1, R1, R2, R2, L1, L2, L1, L2. Is this a secret code?

Jeff Monroe

Johnny Ballgame replies:

It's a code, but it's no longer a secret. Start a game, and at the Options screen set the game on Exhibition and press ×. At the Exhibition screen, press R1, R1, R2, R2, L1, L2, L1, and L2 to play the '94-'95 All-Star game in San Antonio. Press R1, L1, R1, L1, R2, L2, R2, and L2 to play in Phoenix. When the phrase "All Stars – Off" appears, switch to "On." Now you can trade to build your own dream team.

Your January '96 issue contains the codes to play as secret characters in NBA

Jam TE for the PlayStation (see "SWATPro"). Among the characters are Thurston Moore, Kim Gordon, Steve Shelley, and Lee Renaldo, who together form my favorite band, Sonic Youth. Are they friends of the programmers or something?

Jerrod McLeod
St. Petersburg, FL

Toxic Tommy replies:

Acclaim says the programmers are fans, not friends. The same is true about the Beastie Boys and Prince Charles, who appeared last year in the 16-bit versions of NBA Jam TE. TE's programmers seem to like putting an eclectic mix of their favorite celebrities into their games.

THE MAGAZINE BIZ

Do I have to color the artwork I send you for "Art Attack"?

Zachary Austin
Internet

Dr. Zombie replies:

No. We've published black-and-white pencil sketches in "Art Attack" (see below), in addition to watercolors, oil paintings, and colored chalk drawings. Just don't send us traced art. We like original treatments of video game characters. Mail your entries to the "Dear Editor" address below. And put your name and address on the back of your art so we can send you your prize if you win.

WE'RE NOT PERFEKT

In May, our review of Earthworm Jim 2 for the Saturn attributed the game development to Shiny Entertainment. Actually, Screaming Pink of Carlsbad, California was responsible for the programming and new artwork in EWJ2.

Complaint Corner

Regarding the game-counselor hotlines you published (see "Buyers Beware", May): Those 900 lines are out of control. It's almost as if companies aren't making as many millions of dollars as they'd like, so they've switched to expensive 900 lines. Then they make games intentionally difficult, forcing you to call their 900 number for help. It makes me sick to see these companies scamming gamers.

Shawn Larson
Greenville, MI

CELEBRITY CIRCLE

John Houy is one of many readers asking for Linden Ashby's address. Here's where to write the actor who played Johnny Cage in the Mortal Kombat movie:

Linden Ashby
c/o Agency for the Performing Arts
9000 Sunset Blvd., Suite 1200
Los Angeles, CA 90069

READER REPORT

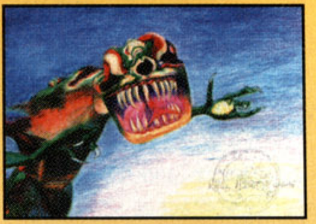
June's Reader Report asked you to identify a great game that desperately needs a sequel. The overwhelming choice: Chrono Trigger. Here are your other suggestions (listed alphabetically):

- Air Combat
- Carrier Aces
- Gex
- Illusion of Gaia
- Maximum Carnage
- Primal Rage
- Resident Evil
- Rolo to the Rescue
- Secret of Mana
- SkyBlazer
- Super Mario RPG
- Super Metroid
- Super Mario Kart
- True Lies
- Zero Tolerance

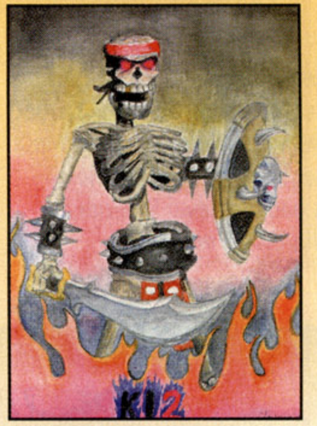
Art Attack

PRIZE!
This month's winning artist will receive a GamePro T-shirt!

GamePro
Video Games Warrior

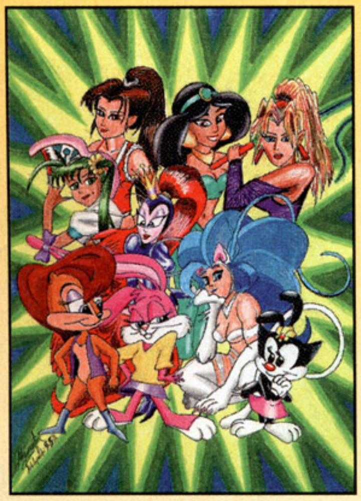


Kaila Gilbert, Wilmington, DE

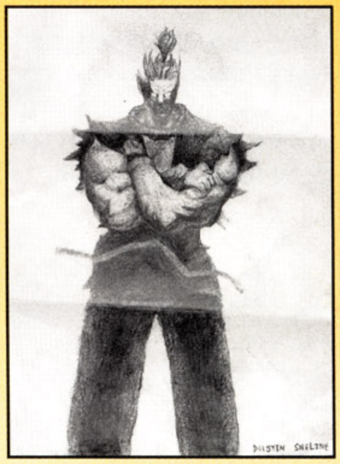


Andrew Khoury
Laguna Niguel, CA

Pick of the Month



Robert Lopresti, Norristown, PA



Dustin Sheline, Fort Wayne, IN

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GamePro Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

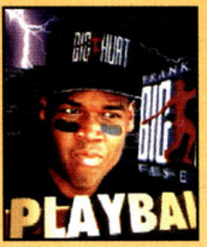
We cannot publish all letters and e-mail messages, and ***we cannot send personal replies to your letters or e-mail.***

E-mail us your comments through America Online or at this Internet address:
comments.gamepro@iftw.com

BUYERS BEWARE

By The Watch Dog

Back to school already? Well, if you don't want to end up dumb as a dog (hey…wait a minute), then you had better get your tail to school this month! As for your Watch Dog, I was down at the kennel when I heard abut the following problems with Battle Arena Toshinden 2, the Game Genie, and the (gulp!) 32X.



Hurt's so good

Q: In your July preview of Frank Thomas "Big Hurt" Baseball (see "Sports Pages"), you stated that it was 70% complete. But in the same sidebar, it said the game is available now. Why would Acclaim release a game that is only 70% complete?

Ebrahim via Internet

A: **The Watch Dog states:**
Acclaim would never do such a thing (although with Cutthroat Island, maybe it did by mistake). That July issue was set to hit the stands when "Big Hurt" Baseball was released, but it was only 70% done when *we* saw it, and we didn't want to mislead you into thinking we'd played the final version.

Genie lock out

Q: I purchased an Illusion of Gaia cart about two months ago, and recently I managed to get some Game Genie codes for it. However, when I put the cart into the Game Genie and turned the Super Nintendo on, weird green lines covered the screen and the code screen never appeared. Is there something wrong with my Game Genie or my cart?

Talat Iqbal via Internet

A: **The Watch Dog says:**
Yep. Your SNES is one of the later models (purchased post-Christmas 1994) that are rumored to contain a cheat-enabler (i.e., Game Genie or Pro Action Replay) deactivator chip. This chip scrambles cheat devices since they are not authorized or endorsed by Nintendo.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

VS. COMPUTER
53
SOFIA
VERMILION
0 WIN 0 LOSE

Slipped Disc?

Q: I have purchased and returned five copies of Battle Arena Toshinden this past week. It seems that the manufacturing process for this CD went sour. From my experience, mastering a CD is an inexact science (you sometimes destroy two or three CDs for every good recording). All the bad CDs I purchased skip (like old-fashioned vinyl records) during the intro and in-game music. The video was slow and choppy. One of the CDs quit playing the attract mode (demo). I finally have a version that seems to work fine. My PlayStation is clean, and it experiences no problems with other games. Please let others know that if they think the BAT2 disc isn't working right, they are not alone.

Mark A. Malo via Internet

A: **Thus spake the Watch Dog:**
We tried three Battle Arena Toshinden CDs, and all three worked fine, with no skipping during the intro or during the game. We did have a similar problem with Criticom though, so we spoke to a technician at a Sony repair center, and he told us the problem might be that the system has been on too long (you should give your PlayStation a fifteen-minute break for every hour of operation). The heat of the internal parts sometimes makes the "beam" skip.

Q: Hey, I think there's something wrong with my X-Eye? Does it work with the 32X, or did I just get a dumb deal?

The Game Dreamer@xband

A: **The Watch Dog states:**
You got a dumb deal, because Sega CD and 32X games aren't produced anymore (and no one has immediate plans to release anymore). My contact at Sega didn't even know what the X-Eye was.

Addendum

A: In the June 1996 issue of *GamePro*, you state that Duke Nukem 3D goes from Level 6 to Level 5 because it's shareware. However, the actual reason it jumps from Level 6 to Level 5 is that Level 6 is a secret level! When you beat Level 6 it takes you back to Level 5 because that's the true ending level in the shareware version.

Firecow via Internet

E-mail us your product complaints through America Online or at this Internet address:
buyers_beware.gamepro@iftw.com

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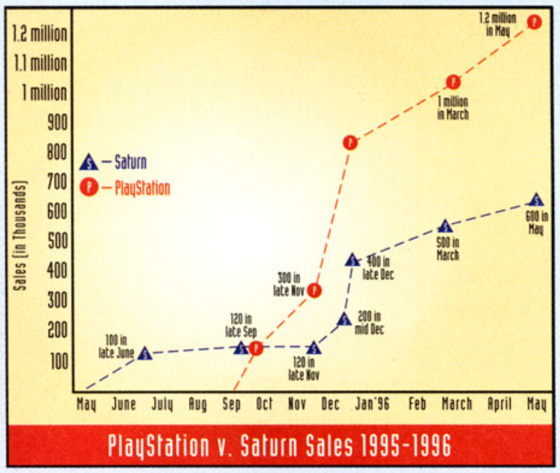
Ad: Arnell Group Photo: Arnell

PRONEWS

September 1996

Dramatic Price Cuts Boost Sony and Sega Sales



PlayStation v. Saturn Sales 1995-1996

When **Sony** and **Sega** slashed the prices of their 32-bit systems to $199 in mid-May (see "ProNews," August), they probably couldn't have hoped for better results. Both companies have realized an immediate jump in sales, which suggests that many consumers were waiting for the companies to cross the $200 barrier. Another factor that may have contributed to the sales jump was the onset of summer: The end of school traditionally signals the start of the serious game-playing season.

Whatever the reason for the sudden sales increase, there's no denying it. An informal poll of major toy and computer chains revealed significant surges for both systems that began as soon as the $199 figures were publicized. At Funcoland stores, 32-bit hardware sales were up 250 to 300 percent from May to June; at Kay-Bee stores, sales were up 50 to 400 percent; and at Electronics Boutique stores, they were up 50 to 250 percent.

The **PlayStation,** which was already selling at twice the rate as the **Saturn** in North America (1.2 million PlayStation units to 600,000 Saturns units as of May—see chart), seems to be increasing its lead over its main next-gen rival, especially since some stores (Kay-Bee, for example) are no longer carrying the Saturn. In those stores where both systems are being sold, none that *GamePro* spoke to said the Saturn was outselling the PlayStation, and some reported that the PlayStation was outselling the Saturn by as much as a five-to-one ratio.

Dynamic Changes at Crystal Dynamics

While there are signs that the video game industry may be bouncing back from an almost two-year slump, the industry took another hit this summer when game maker **Crystal Dynamics** announced a major reorganization that resulted in the replacement of top executives, including the chief executive officer. Ted Ardell takes over for Randy Komisar, formerly of LucasArts, as chief executive of the four-year-old company. Lost in the shuffle were about 30 jobs, or one-third of the staff.

Evidently the Menlo Park, California, company that made Gex, among other important titles, has decided to emphasize the Internet

Inside Scoop

- Last-minute updates on key games: War Gods, touted as a true 3D fighter, won't be coming to arcades until late summer. And Kemco will be making Top Gear Rally for the N64. The game is due in early spring '97.

- The 3DO system may be going the way of the dinosaur and the Jaguar (see "ProNews," July), but the **3DO Company** is still going strong as a software force. 3DO has just shelled out more than $13 million to acquire **New World Computing,** the developer and publisher of the computer games Might and Magic, Heroes of Might and Magic, and Anvil of Dawn. The acquisition should increase 3DO's ability to develop games for the PC, Macintosh, and video console platforms.

- If the 1996 Tokyo Toy Show is any indication, **Sega's** aiming to attract a whole new crowd to the online experience. The summer event, Japan's largest domestic exhibit of toys, showed off a new Sega product called **TV-Mail,** due in Asia in October. Intended for younger users, TV-Mail makes it possible to write and draw on a TV screen. Users can also send and receive mail and faxes over the phone lines. Casio Computer is making something similar: an electronic notebook that enables kids to network over phone lines.

- More news from Japan: Gamers who check into Japanese hotels will soon be able to play video games in their rooms. **Toshiba** and **Sega** have teamed up to create a new system that enables guests to play games on demand. Seven unspecified titles for the Saturn are the first offerings, and more than 40 more games are on the way.

Universal hopes Spycraft: The Great Game becomes Spycraft: The Great Movie.

- Games are often based on movies (Super Star Wars, Disney's Aladdin, The Addams Family, Top Gun, et al.), but only a few movies have been based on games (most notably *Super Mario Bros., Street Fighter,* and *Mortal Kombat).* Bucking the trend twice in recent months, **Activision** has inked two deals to bring its games to the big screen. First the company licensed the **Zork** series to Threshold Entertainment (see "ProNews," May), and now it's signed an agreement with Universal Pictures to develop a movie based on its computer thriller **Spycraft: The Great Game.** A TV series may follow, but details are sketchy.

Despite the recent upheavals at Crystal Dynamics, Pandemonium should still make it to the PlayStation by Christmas.

instead of consoles. According to published reports, Crystal Dynamics' execs were disappointed in the slow growth of the CD-ROM game market, so they decided to focus on computer networks, which they think will be the next hot market. The company still expects to release games already in development, including Pandemonium (PlayStation), Blood Omen: Legacy of Kain (PlayStation, Saturn), and 3D Baseball (PlayStation, Saturn). Ghost Rider (PlayStation), The Punisher (PlayStation), and Gex 2 (PlayStation) are still possible for next year.

Communications Decency Act Ruled Unconstitutional

CENSORSHIP

In a landmark decision that will have widespread implications for the online community, the Philadelphia Federal District Court has decided that the Communications Decency Act (CDA) is unconstitutional. This landmark decision means that electronic publishing will be treated like traditional publishing media such as magazines and newspapers. The same rights that apply to the print media now apply to the Internet: the rights of free speech guaranteed by the First Amendment of the Constitution.

Essentially, the ruling means that the government cannot dictate what can and can't be posted on the Internet. The federal government had tried to limit Internet content with the CDA, a bill signed into law February 8 as a way to deny children access to "indecent" Internet postings. The definition of indecent was found to be too restrictive by the American Civil Liberties Union, the Citizens Internet Empowerment Coalition, and the Information Technology Association of America. Problems with consistent enforcement added to the CDA's demise.

Because the CDA has been struck down, people can post virtually anything on the Internet, just as anyone can print virtually anything in magazines. This does not mean that children will have free access to obscene materials; child pornography and obscenity are still outlawed in print and on the Internet, and parents can use in-home software to block anything they deem objectionable from their children.

Appeals to the Philadelphia ruling are still possible, so expect to read about further governmental efforts to control Internet content. In election years like this one, issues such as the protection of children from obscenity, controversial music lyrics, and violence in video games (see "ProNews," June) become popular topics for politicians. After the Philadelphia ruling, President Clinton spoke in strong favor of the original CDA: "I remain convinced, as I was when I signed the bill, that our Constitution allows us to help parents by enforcing this act to prevent children from being exposed to objectionable material transmitted through computer networks." G

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword "GAMEPRO" to access GamePro Online, then head straight to the Hot News section to get the latest video game news.

News Bits

- A hit on the PC, **Duke Nukem 3D's** turning its bloodthirsty eye to the console market. In addition to the PlayStation and Saturn versions that GT Interactive is preparing for release late this year, rumor has it that a Nintendo 64 version is in the works for 1997.

Pamela's lookin' sharp in the film **Barb Wire**, *coming soon to a video game system near you.*

- If the words Pamela Anderson Lee get your saliva flowing, you're gonna love this one. **GT Interactive's** working on a **Barb Wire** game based on the recent movie (which belly-flopped in theaters, by the way). Expect Pamela's first action game to hit the shelves in January '97 for the PlayStation, Saturn, PC, and Mac.

- **Disney Interactive** is developing several computer games based on its latest movies. Two games will use *Hunchback of Notre Dame* themes—an animated storybook based on the film and GameBreak! Hunchback of Notre Dame Topsy-Turvy Games. Both titles should be out by fall. For Christmas, expect an animated storybook as well as a game based on November's *101 Dalmatians,* the live-action remake of the classic animated film.

- **Nolan Bushnell** refuses to retire. The founder of Atari (and Chuck E. Cheese restaurants) has joined **Aristo International,** a New York–based company that is designing and developing networked, multiplayer games. Bushnell says that he will help create entirely new concepts in entertainment. Aristo's first titles will be released later this year.

- What did you think were 1995's best games? The **Video Software Dealers Association** recently announced its nominees for this year's **Best Video Game of the Year** (the association names just titles, not the systems they're played on): Donkey Kong Country 2 (Nintendo); Earthworm Jim 2 (Playmates Interactive); Mortal Kombat 3 (Williams Entertainment); Primal Rage (Time Warner Interactive); Toy Story (Disney Interactive).

To be eligible, games had to be released between March 1, 1995, and March 31, 1996. The winner will be announced this fall.

- Now that the dust has settled after the **Electronic Entertainment Expo (E3)** in May, final attendance figures show just how successful the video game industry's premier trade show really was. Attendance topped 57,000 for the three-day event, an increase of almost 20,000 people over last year's show. In addition, 467 companies showed off approximately 1,700 new software titles, a 35 percent jump over 1995's roster.

- If you launch it, they will come: *GamePro's* **Web site** (http://www.gamepro.com) had more than 1 million visitors in its first month of existence. What makes this especially impressive is that the site still isn't complete: The library and pages from some of the editors still hadn't been posted when the 1 million figure was reached. Now visitors to GamePro Online can find news posted daily, pages from several *GamePro* editors, and links to many other related sites.

GAMEPRO ONLINE

The Best of GamePro Online

By The Net Nut

GamePro magazine races along on America Online (keyword: gamepro) and the World Wide Web (http://www.gamepro.com) every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworlds.

AOL

A Revolution Is Coming

The winds of change are beginning to blow through GamePro Online on America Online!

GamePro Online on America Online is about to undergo a redesign. But before we implement our latest ideas, we'd like to know your thoughts about our current AOL area. Check us out (keyword: gamepro), then e-mail your comments to us at `comments.gamepro@iftw.com.`

Tell us:

- What part of GamePro Online do you use the most?

GAMEPRO ONLINE!

- What part of GamePro Online do you use the least?
- What part of GamePro Online would be improved by a little tweaking? How should we tweak it?
- What are your brand-new ideas for GamePro Online?
- Please add any comments or opinions about anything pertaining to GamePro Online on AOL.

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Glossary of America Online Terms

Rotunda—GamePro Online hosts many exclusive conferences during the year with important people in the video game industry. The Rotunda is a temporary auditorium set up in GamePro Online's Communications Center specifically for these conferences. Click on Rotunda and you can read the conference's live text and submit questions like the hundreds of other attendees.

WEB

Online News

Developments in cyberspace for cybernauts

- Warcraft fans have plenty to cheer about this summer. First comes word that the award-winning Warcraft: Orcs and Humans will be one of the games offered to PC XBand subscribers when that Internet service launches, which is due to happen any second now. Joining the popular strategy/fantasy game in the XBand PC lineup are Ultimate Doom, Doom II, Hardball 5, Hexen, MechWarrior 2 and Super Street Fighter II. More info: `http://www.xband.com`
- The other Warcraft news comes from Engage Games Online, a new online gaming service that debuts later this year. Warcraft II: Tides of Darkness has just been added to the solid roster of network games available through Engage. Among "the other multiplayer titles coming by the end of 1996 are Interplay's Descent Online, Castles II, and Forgotten Realms: Descent to Undermountain; Fighter Duel and Total Control Football from Philips; and the Maxis classic Sim City 2000. More info: `http://www.gamesonline.com/`

Since its debut in November 1994, Warcraft has sold over 300,000 copies. Now it's coming to XBand PC; Warcraft II is getting Engaged later this year.

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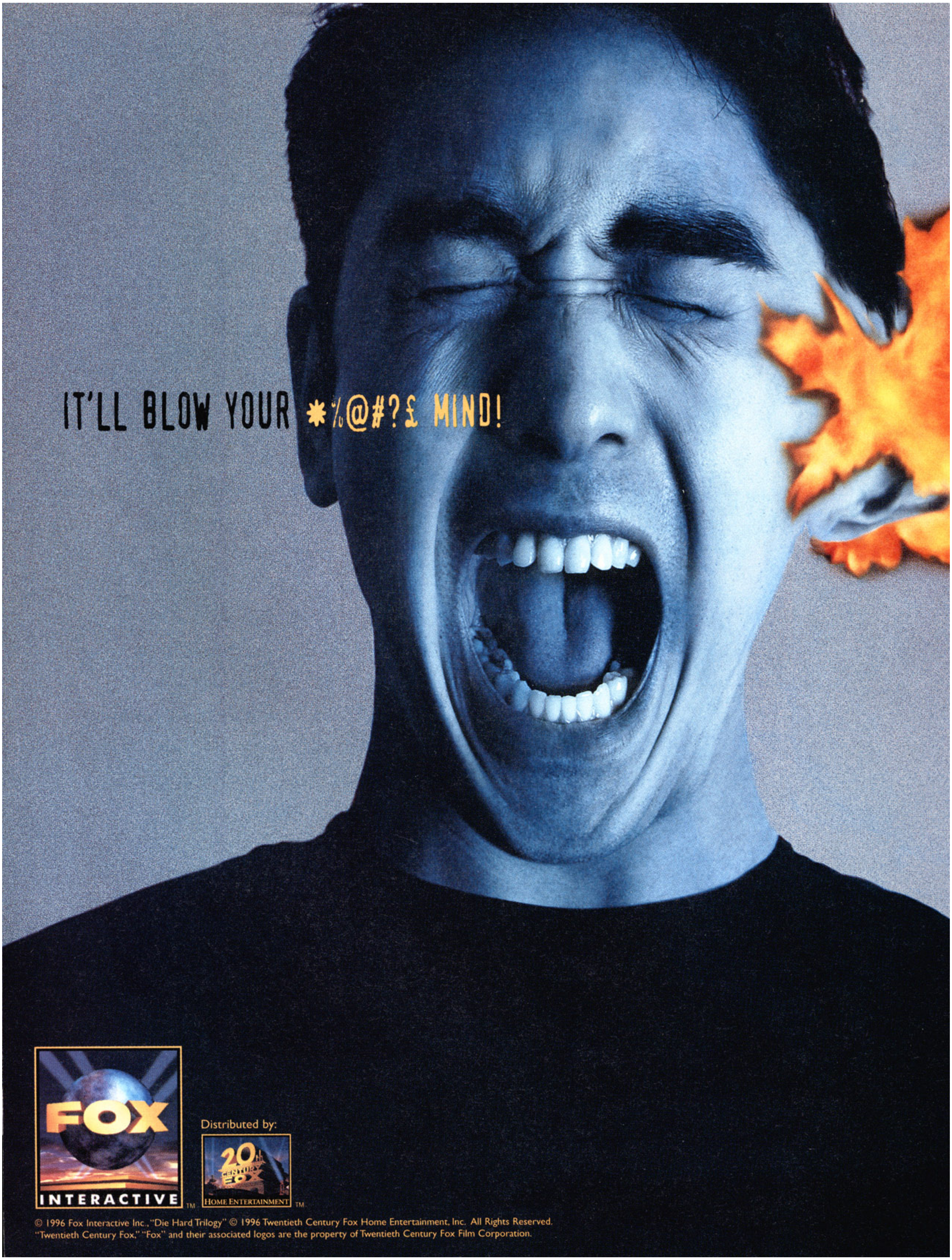
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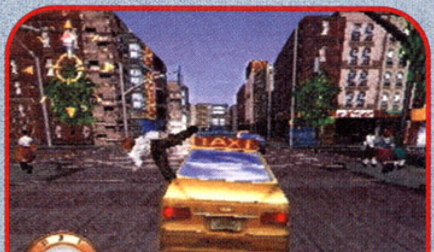

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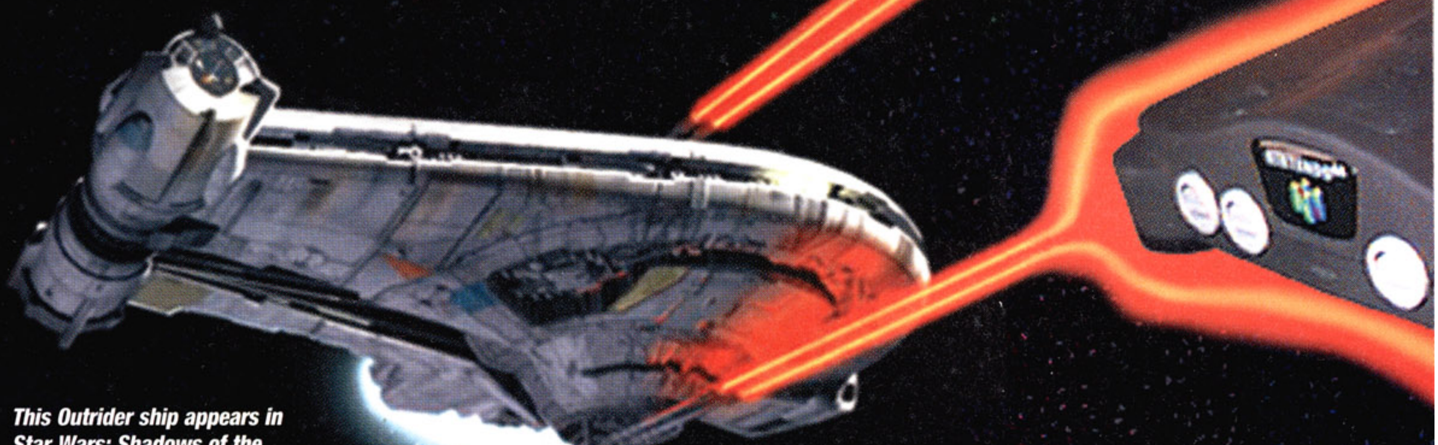
The Nintendo 64 Blasts Off!

Hands on with the N64, comparisons with 32-bit systems, and a look at games to come.

By The Feature Creature



This Outrider ship appears in Star Wars: Shadows of the Empire, an exclusive game for the Nintendo 64.

We've all heard about it, wondered about it, and maybe even dreamed about it. After years of promises and delays, at last the Nintendo 64 is almost here, and it sports the $250 price tag Nintendo always promised. September 30 is the day!

Hands On with the N64

Will the heralded new system be a resounding success, or will it be the most famous bust in video game history? We asked our editors to evaluate the actual performance of the N64. They've all had a crack at Super Mario 64, Star Wars: Shadows of the Empire, WaveRace, Blast Corps, and other N64 games.

Price Wars

The question isn't what a system costs when it debuts, the question is how much it costs once it's been out for a while. Here's the pricing history for the next-gen systems. An asterisk denotes a system that had a pack-in game. The pack-in games listed below sometimes varied depending on when the system was purchased.

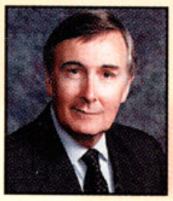
	3DO	Jaguar	PlayStation	Saturn	N64
Debut price:	10/94: $799* (with Crash 'n' Burn)	11/94: $249* (with Trevor McFur)	9/9/95: $299 (no game)	5/11/95: $399* (with Virtua Fighter)	9/30/96: $249 (no game)
Later price:	12/94: $399* (with FIFA)	11/95: $149* (with three games)	10/95 $349* (with Ridge Racer)	4/1/96: $249 (no game)	N/A
Current price:	1/96: $179-$199* (with Gex)	1/96: $49-$99 (no game)	5/16/96: $199 (no game)	5/17/96: $199 (no game)	9/30/96: $249 (no game)

Tommy Glide: I've seen plenty of Doom games, but none of them gave me the true 3D feel that Turok: Dinosaur Hunter did, especially in an external environment (as opposed to the confining corridor sequences). The rendered scenery and plants had so much depth you thought they were going to pop out of the screen.

Scary Larry: What Nintendo has done with their new system and superb, fluid games like Super Mario 64 is what Sony is just now getting around to doing (Crash Bandicoot for the PlayStation looks and plays a lot like Super Mario).

Buy Our System

Advice for system shoppers from the heads of the three leading video game companies.



Howard Lincoln, chairman, Nintendo of America: "The N64 is intended for only one group of people—those who demand the very best video games the world has ever seen. Period. What you will see on the screen with Super Mario 64 or Pilotwings 64 would have required a $100,000 workstation just a couple of years ago."

Tom Kalinske, president and CEO of Sega of America: "The consumer is looking at how the system will perform today and in the future. I believe today's gamer is a very sophisticated buyer who sees a real advantage in the Sega Saturn. The Saturn offers new networked-gaming capabilities and continuously delivers better and better exclusive game experiences."

Jim Whims, executive vice president, Sony Computer Entertainment: "The decision is simple: The PlayStation offers unique, robust hardware and an unsurpassable catalog of great games. From the start Sony's been laser-focused on making the PlayStation the ultimate game machine, and now we've got the most compelling software in the industry. Second-generation games like Crash Bandicoot take gaming to whole new levels."

Gideon: I was blown away by the virtual realism of the 3D environments in Mario 64 and Pilotwings 64. The ability to change camera angles, and the silky-smooth transition between the various views, propelled game-play to a new level. Instead of just flexing the N64's graphics-generating muscle, each different camera angle had specific functions that enhanced game-play, such as when Mario peeks around corners to see if there are obstacles or villains ahead. The rich hues and smooth scaling of scenery added to the ultra realism of the virtual environments, especially in Pilotwings.

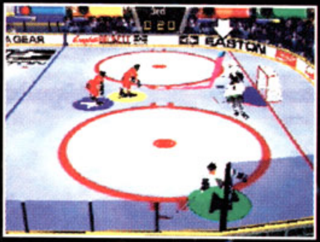
A Check of the Specs

	 PlayStation	 Saturn	 N64
Dimensions: (in inches)	10.75 × 7.5 × 2.5	10.5 × 8.75 × 2.75	10.23 × 7.48 × 2.87
Total volume: (in cubic inches)	202	253	220
Weight:	2.75 lbs.	3.87 lbs.	2.4 lbs.
CPU speed:	33 MHz	27 MHz	93.75 MHz
Memory: (in megabits)	32 + 8 MB memory card	36 + 8 MB memory card	36 + 64 MB "bulky drive"
Current price of most games:	CDs: $49–$59 (prices likely to drop)	CDs: $49–$59 (prices likely to drop)	Carts: $69–$79 (prices likely to increase)
Current system price (w/ no game):	$199	$199	$249

Captain Cameron: Flying games should soar with the N64 controller. While whipping your Snowspeeder around the ice in Shadows of the Empire, the controls feel comfortable, the analog joystick is responsive, and it's easy to work the airbrakes with your index finger under the pad. You never got Snowspeeders like this in Super Empire Strikes Back for the SNES.

Major Mike: The controller works better than one would think; the "third leg" thumbstick doesn't get in the way at all. The joypad also fits comfortably in your hands. The analog thumbstick works well, especially with Pilotwings 64. Fighting games, like MK Trilogy, controlled perfectly.

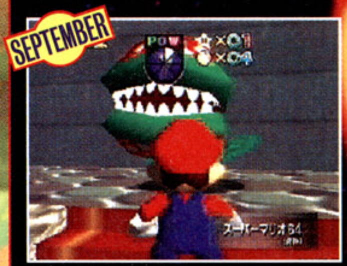
The Whizz: Four N64 controllers will be as good as one! Wayne Gretzky's 3D Hockey in four-player mode glided along as smooth as ice. It was a blast! Since there are four dedicated controller ports, firing up a multiperson game is literally a painless snap. Impressive. (See "Sports Pages" for a preview of Gretzky 64.)



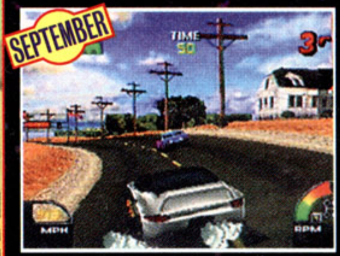
Wayne Gretzky's 3D Hockey

Let's Do Launch!

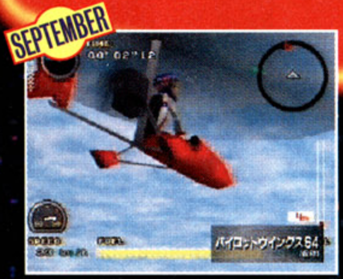
Here are the N64 games expected to release between September 30 and Halloween.



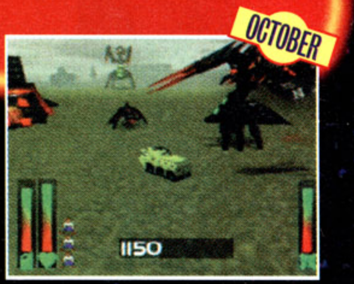
Super Mario 64 from Nintendo is the flagship game in the N64 fleet. Mario explores the Princess' glorious 3D castle.



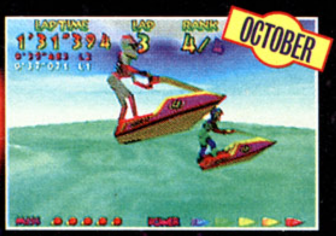
Williams' Cruis'n USA cruises from the arcades and onto the N64 with 14 stages of rollicking driving action.



Since the original Pilotwings was launched with the SNES, Pilotwings 64 from Paradigm has long been expected as a September title. You take a gyrocopter, a hang glider, and a rocket belt through their paces in realistic 3D environments.



DMA Design's Body Harvest is a strategy/action game that puts you in command of more than 130 vehicles. As you try to dispel alien forces, the settings take you from the past to the future.



With WaveRace 64, Nintendo puts you in the seat of a fast-moving jet ski for racing action on lakes and oceans. This may be the most realistic water ever seen on a home system.

MK3 Trilogy is tentatively set for an October release. This instant classic brings 26—count 'em, 26—MK characters to the table.

Let the games begin! Here are the latest scheduled release dates for Nintendo 64 games. All info is subject to change, unfortunately.

Expected Date	Title	Developer	Special Features
November	NBA Hang Time	Williams	The arcade game from the team behind NBA Jam
November	Wayne Gretzky's 3D Hockey	Williams	The Great One plus NHL & NHLPA licenses
November	War Gods	Williams	True 3D fighting; may bump to December
December	Blast Corps	Rare	Formerly called Blast Dozer; 60 stages
December	Buggie Boogie	Angel Studios	Create your own weapon-laden cars
December	FIFA International Soccer	EA Sports	Get your kicks with the latest in the classic series
December	GoldenEye 007	Rare	Based on the movie; international settings
December	Ken Griffey Jr. Baseball	Nintendo	The first N64 baseball title should be a hit
December	Killer Instinct 64	Rare	3D backgrounds and a zooming camera
December	Kirby's Air Ride	HAL Studios	Multiplayer Kirby in 3D; Kirby rides a hoverboard!
December	Mission: Impossible	Ocean	Loosely based on the movie
December	Monster Dunk	Mindscape	NBA Jam–style hoops starring monsters
December	Robotech: Crystal Dreams	GameTek	This good-looking shooter may run a little late
December	Shadows of the Empire	LucasArts	Formerly a launch title, now set for Christmas
December	TetriSphere	Nintendo	Tetris in a 3D environment
December	Turok: Dinosaur Hunter	Acclaim	First-person shooting vs. polygon robots
February '97	Freak Boy	Virgin	Formerly titled Stacker, it stars a morphing character
March '97	Top Gear Rally	Kemco	The familiar 16-bit racer gets the 64-bit treatment
April '97	Doom 64	Williams	Formerly a launch title; the fastest Doom yet?

Mid-1997 and beyond:

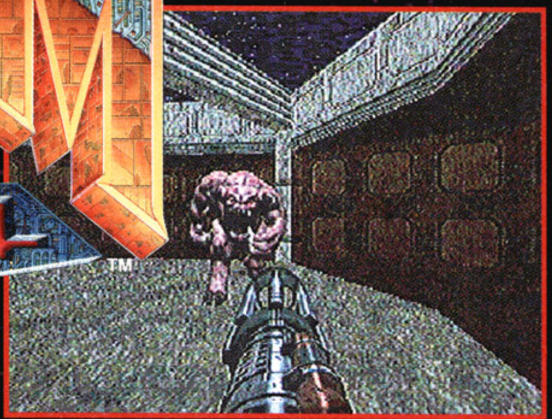
Creator (Nintendo)
Robotron X (Williams)
Silicon Valley (BMG Interactive)
Star Fox 64 (Nintendo)
Super Mario RPG 64 (Nintendo)
Ultra Combat (GT Interactive)
Ultra Descent (Interplay)
Untitled golf game (Seta)
Untitled rally racing game (Seta)
Untitled RPG (Natsume)
Untitled soccer game (BMG Interactive)
Untitled vertical shooter (Seta)
Vegas Slots (Seta)
Zelda 64 (Nintendo)

See "Sneak Previews" for more on MK Trilogy and Robotron X, and see "Sports Pages" for more on Wayne Gretzky 3D Hockey.

DOOM 64

By The Axe Grinder

(Special thanks to Aaron Seeler, Brian Johnson, and Michael Abbot)



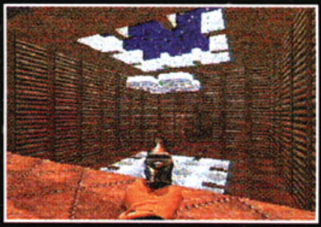
A glimpse of one of the monsters that was given a new look: Meet the bulldog demon!

It's blasted a path through the PC, the PlayStation, the 3DO, and even the Super NES. Now Doom—the game that popularized a new gaming genre, the corridor-shooter—loads up for an attack on the Nintendo 64 this spring.

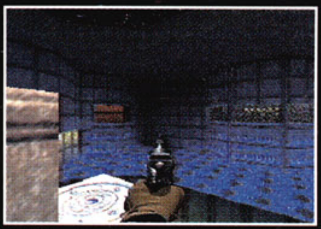
Building a Better Doom?

Since Williams became a Dream Team member in 1994, one of the games the company started thinking about for the Nintendo 64 was Doom. Doom 64 has been developed totally in-house by Williams's division in San Diego, with the software company that originated the game, id, giving its stamp of approval every step of the way.

Where the PlayStation was blessed with a custom edition of Doom that essentially combined the PC versions of Doom and Doom II (and will have Final Doom, another PC-to-PlayStation conversion, in October), Doom 64 promises to go farther than any other Doom, with new levels, graphics, sounds, and possibly new weapons and monsters. Additionally, all the old weapons, like the plasma gun and the pistol, have been enhanced with new looks and effects, and every level has been built using rendered graphics. You won't see any heavy-duty pixelization when you're extremely close to objects, but you will see plenty of light-source shading—all now possible with the powerful Nintendo 64 engine. In short, Doom 64 is a whole new Doom.



The trusty pistol is one of the weapons that underwent a Nintendo 64 facelift.

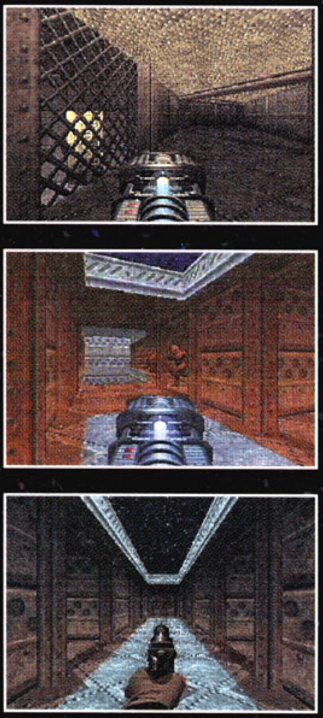


N64's advantages: No big pixels when you get close to objects.

Something Old, Something New

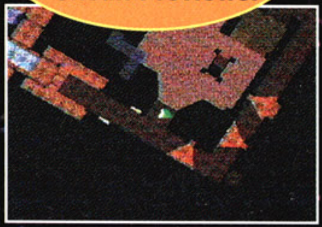
Doom's story has always been simple—you against the forces of hell—and Doom 64 is no exception. The story picks up right after Doom II: It starts on a space station, with a planetary expedition that's gone wrong and ends in hell.

Purists can rest assured that Doom 64's gameplay will remain true to form: Aim and shoot. The onscreen interface, however, may be new. At press time, the programmers were deciding whether or not to have the face at the bottom of the screen, and the statistics such as ammo and health may be totally redesigned so they aren't as obtrusive.



New shading and light effects show off the N64's visual prowess.

For more on Doom, check out the preview of Final Doom in "Sneak Previews."



The new multicolored map shows your progress through the game's 30-plus levels.

Developed and published by Williams Entertainment
Available Spring '97

Locked and Loaded

Although the screen shots accompanying this article are from a very early version of the game, the N64 has already demonstrated its awesome graphics power with Super Mario 64 and Pilotwings 64. This abililty, coupled with the allure of the Doom name, may make Doom 64 one of the top games for the system. ■

Lights... ...Camera... ...Shadows!

STAR WARS SHADOWS OF THE EMPIRE

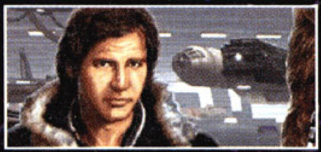
is the new Star Wars game coming soon to the Nintendo 64.

One of the most eagerly awaited games of the year is Star Wars: Shadows of the Empire, a LucasArts game coming exclusively to the Nintendo 64. The most exciting facet of the game is its plot: Shadows delivers a fully developed story line that fits snugly into the chronology of the three original *Star Wars* movies.

Return of the Story

It's the placement of the Shadows story that's unusual. Rather than being tacked onto the end of the trilogy, the Shadows plot bridges the second installment *(The Empire Strikes Back)* and the denouement *(Return of the Jedi).*

Thus, in Shadows Darth Vader is still the Emperor's right-hand man, Han Solo is still a frozen wall ornament, and Luke and Leia still don't know they're related. Other familiar *Star Wars* names in the new plot include Chewbacca, Lando Calrissian, the bounty hunter Boba Fett, the *Millennium Falcon,* Hoth, and Mos Eisley. For Lucas fans, playing Shadows will be like going home...to a galaxy far, far away.



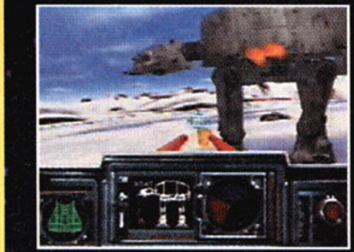
Han Solo is just one of the familiar members of the Star Wars family returning for Shadows. Gee, wonder who that hairy dude is to the right?

New Territory

The 12-level Shadows story describes a power struggle between the Emperor's number-two henchman, Darth Vader, and a powerful new character, the Dark Underlord Xizor (pronounced "she-zore"). The green-skinned Xizor is a ruthless crime lord who wants to assassinate Luke Skywalker and usurp Vader's power. Vader still wants to find his son, Luke, and so, in a flashback to *The Empire Strikes Back,* he sends the Imperial Starfleet on a search to Hoth. Shadows of the Empire opens with AT-AT walkers confronting Rebel Snowspeeders over icy fields. A run-n-gun shootout inside Echo Base and a dogfight with TIE Fighters in an asteroid field ensue.

Xizor, the Dark Underlord

The story then moves to the Imperial City, an imposing place where Vader and Xizor have palaces. Despite a flight through Smuggler's Gorge and a fight inside a spaceport, the Rebels are unable to keep the bounty hunter Boba Fett from escaping to Tatooine with the carbonite-frozen Han.



Snowspeeders take on AT-ATs in the game's first level.

Gather No Mos

Mos Eisley is the setting for subsequent shooter action and the disclosure of Xizor's sinister intentions. More run-n-gun action leads to a hidden fortress in the Imperial City where Leia is being held captive. When Xizor dashes off in a shuttle, Darth and his armada of TIE Fighters fly in to kill him, joined by Rebel fighters in a wild aerial melee. Ultimately, Luke and Leia's search for Han continues in *Return of the Jedi.* ■

Shopping For Shadows

A sample of Shadows of the Empire merchandise.

Action figures, vehicles
(Kenner)

Books
(Ballantine Books, Infotainment World, West End Games)

Comic books
(Dark Horse Comics)

Dolls, sculptures
(Applause)

Lithographs
(Zanart)

Micro Machines
(Lewis Galoob Toys, Inc.)

Model kits
(Ertl)

Music CD
(Varese Sarabande Records, Inc.)

Posters
(Western Graphics)

Role-playing board games
(West End Games)

Trading cards
(Topps)

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Jumping Flash! 2
PlayStation

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NINTENDO 64
NINTENDO 64

Overseas Prospects Presents

N64's Japanese Debut

Where are the fireworks?

By Naoki Kakiuchi, Nob Ogasawara, and Major Mike

After months of mounting speculation and intrigue, Nintendo's 64-bit video game system finally made its Japanese debut on June 23 with a first-day rollout of 300,000 units. Nearly all those N64s, however, had been pre-sold, so there were almost no systems available for the gamers who lined up to buy one.

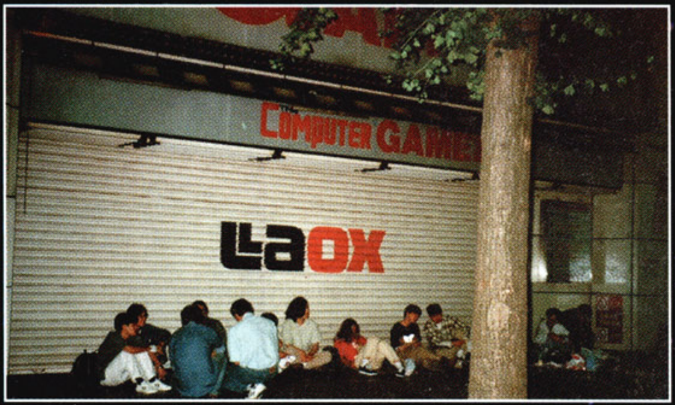
Nintendo
パイロットウイングス
PILOTWINGS 64
Nintendo
SUPER MARIO 64
スーパーマリオ

Of the three launch titles, Pilotwings 64 and Super Mario 64 were instant hits with N64 buyers.

Reservations Only, Please

In Shinjuku, one of the core electronics shopping areas, none of the major retailers had N64 systems on sale beyond what had been reserved. The three launch titles and controllers, on the other hand, were readily available in huge stacks. Super Mario 64 and Pilotwings 64 were favored by gamers; not much interest was voiced for Saikyo Habu Shohgi, a chess game.

In the electronics mecca Akihabara, most retailers also had their units already reserved. Only two shops, Laox Game Pavilion and Sofmap, had systems for sale. Laox had 300 N64s available on a first-come, first-served basis, with a limit of one system per customer, according to a store spokesman. By 2 a.m. on June 23, 20 to 30 people were camped out in front of the store, waiting for it to open. Those at the head of the line had been there since the store closed the night before.



Eager Nintendo 64 purchasers lined up outside stores all night for a chance to buy a system.

After the trains started running around 5 a.m., lines at the two shops grew larger. Laox, seeing the growing crowd, opened an hour early. Even then, they sold out by just serving those in line. Apparently many people were unaware the system was available only through reservation, so some—particularly kids—were scurrying in vain from shop to shop.

The N64 and its games also surfaced as prizes in pachinko parlors, one of the few legal forms of gambling in Japan. One lucky gamer obtained a system for around $40.

A Quiet Roar

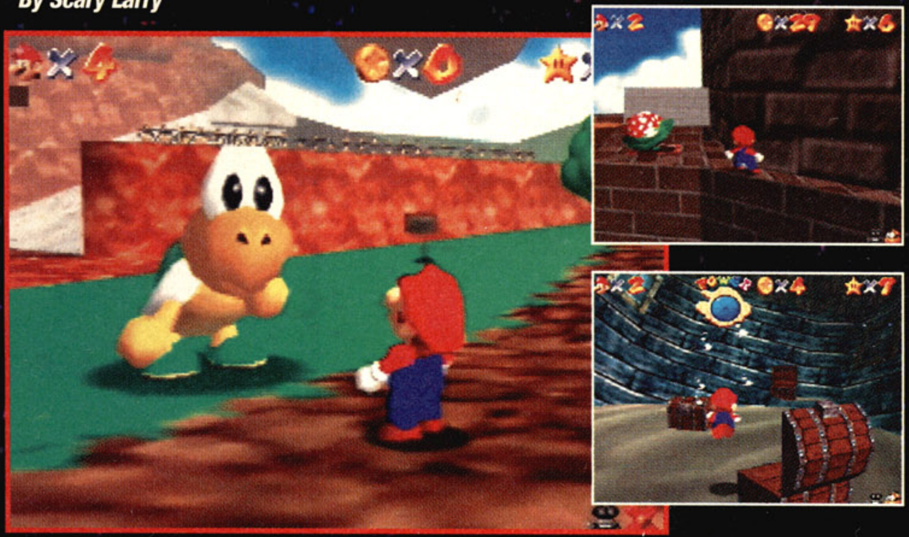
Overall, the N64's launch was quiet. There weren't many lines and there weren't any reports of kids getting ripped off. No mass hysteria, no air-raid sirens, no fireworks.

Did we miss the revolution? Not at all. On the first day, a whopping 300,000 units were released and sold. Nintendo delivered another 200,000 units on June 26 and June 30. As of press time, reservations for the June 26 shipment were entirely filled, and only a few systems remained available from the June 30 delivery. During July and August, Nintendo planned to pump out 500,000 units each month. Do the math: Nintendo's shooting for 1.5 million units in just three months. By March 1997, Nintendo plans to have launched 5 million units: 3.6 million in Japan and 1.4 million in the U.S. Nintendo's 64-bit revolution has begun. ■

Super Mario 64

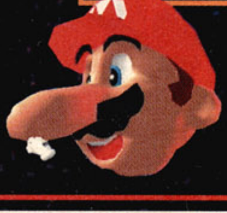
Special Overseas Preview

By Scary Larry

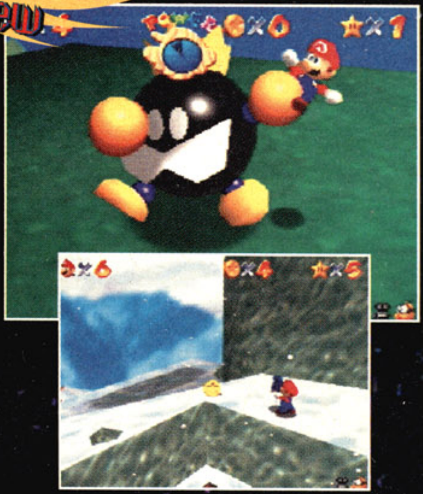


Mario has arrived in Tokyo, and this time he's faster, funnier, and more imaginative than ever. For those of you awed by Super Mario World when the SNES debuted, Super Mario 64 will rock your world again!

Developed and published by Nintendo
Available September
100% COMPLETE

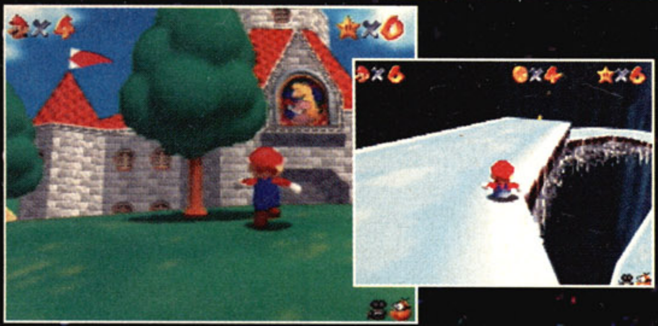


Graphics



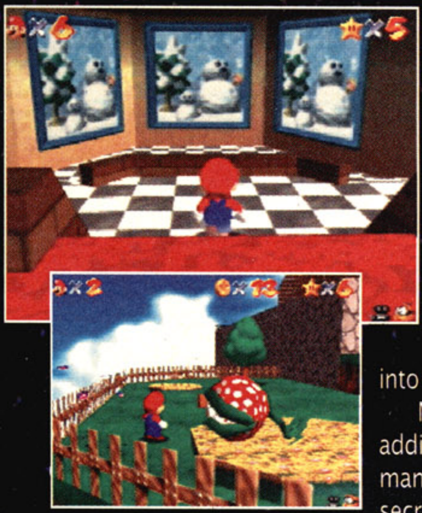
You won't believe what the N64 can do. Large enemies move in close without becoming pixelated, there's virtually no slowdown, and any breakup that occurs happens only when you get to the physical boundary of an area. Mario's moves are impressively realistic as he spins, jumps, and swims his way through the gorgeous, imaginative backgrounds.

Sound



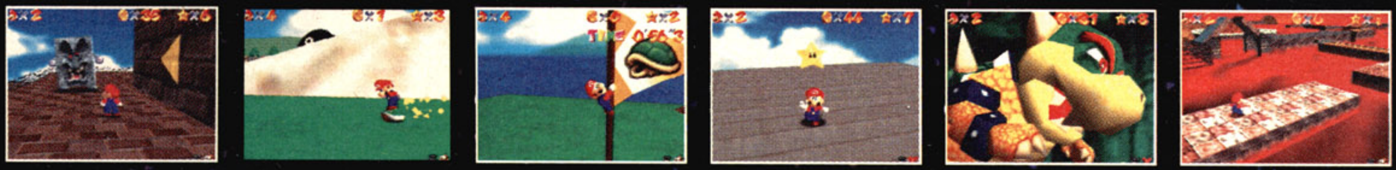
The music changes dramatically for each area, with a full symphonic score accompanying Mario's heroic deeds. There's also a nice blend of background sounds, including waterfalls, bird songs, and eerie carnival music.

Control and Gameplay



Working the controller's analog thumbstick takes some practice. It's extremely sensitive, and the slightest touch sends Mario sliding off a snowbank. An hour of practice, however, should turn novices into Mario maniacs.

Mario 64 is seriously addicting, and it has so many hidden areas and secret levels that you'll play in excess of 300 hours before you beat it, according to a Team Nintendo representative. Mario is super any way you look at it!

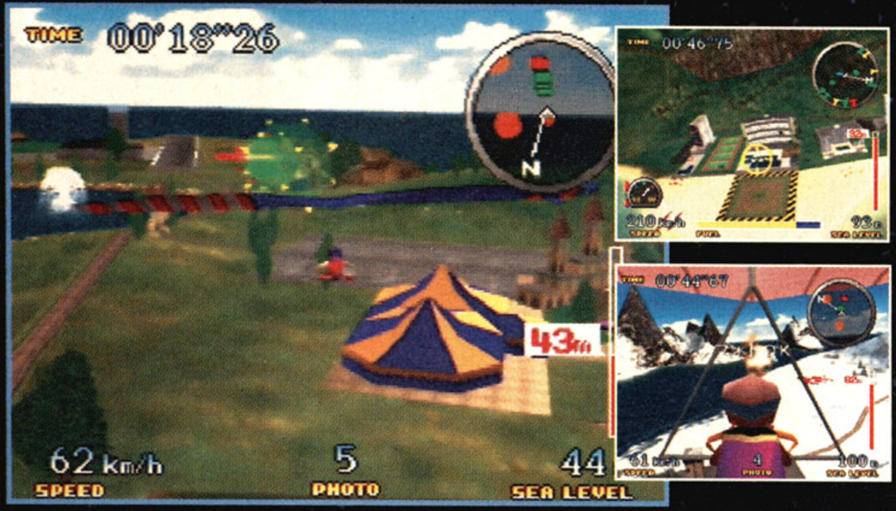


HANDS-ON

PILOTWINGS 64

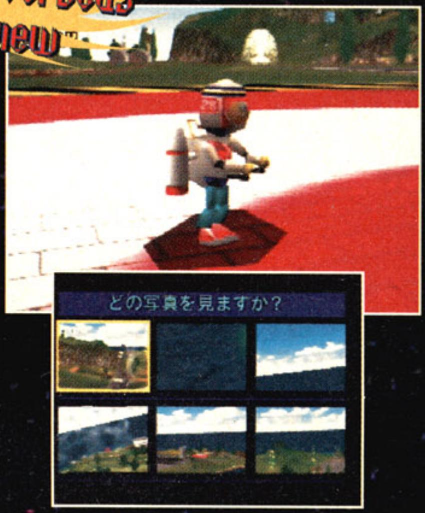
Special Overseas Preview

By Scary Larry


TIME 00'18"26
43m
62 km/h
SPEED
5
PHOTO
44
SEA LEVEL
00'46"75
210 km/h
93
00'44"67
61 km/h
4
100

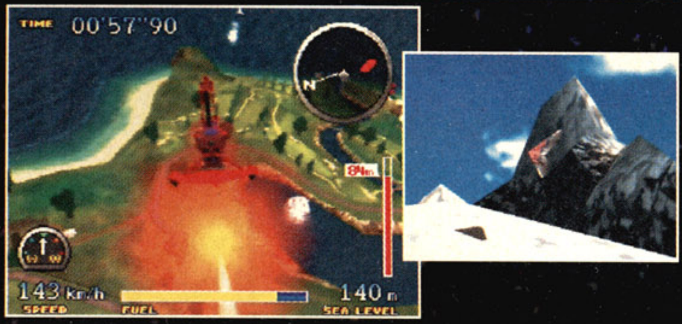
Pilotwings for the Super NES was one of the first games to debut on that system. Reborn now on the N64, it's just as addictive, bringing together three flying vehicles (a jet pack, a hang glider, and a gyrocopter) for some impressive fun.

Control



Pilotwings feels much more intuitive with the analog thumbstick. Your flying contraptions will veer wildly at first, but once you settle down, the flying becomes more sedate, and you'll find yourself sailing under bridges and through rings in no time.

Gameplay and Fun Factor


TIME 00'57"90
84m
143 km/h
SPEED
FUEL
140 m
SEA LEVEL

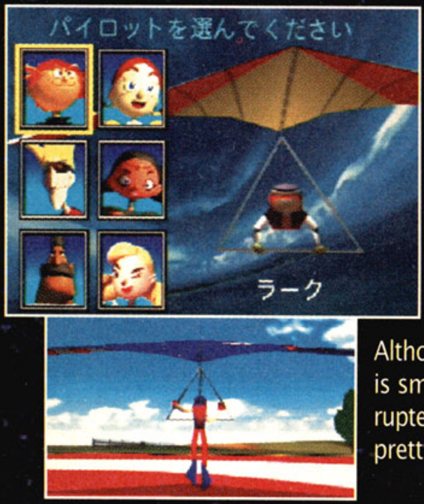
This isn't a fast-paced arcade flight sim. You must master the principles of air speed versus drag, wind drift, acceleration, and more in order to master this game. Pilotwings is a mellow strategy/flying game that will keep you airborne for hours.

Developed by Paradigm
Published by Nintendo
Available September
100% COMPLETE

TIME 00'08"11
122 km/h
71 m

TIME 00'34"74
176 km/h
119 m

Graphics

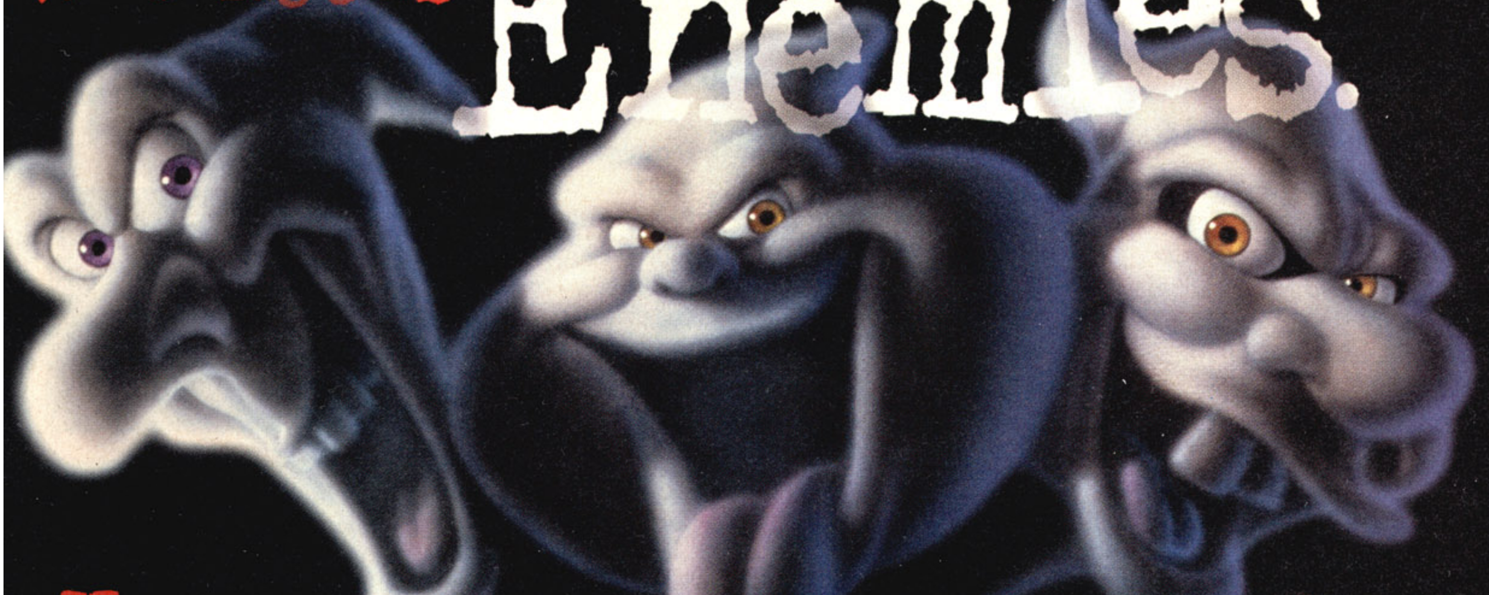

パイロットを選んでください
ラーク

Clean, but fairly static, the graphics aren't as impressive as Super Mario's, but they're inventive just the same. You fly over tundra, an island carnival, and the good ol' U. S. of A. Although all the flying is smooth and uninterrupted by slowdown, it's pretty monotonous.

パイロットを選んでください
アイビス

パイロットを選んでください
ラーク

With Friends like these, who needs Enemies.



Hey! you're not afraid of a challenge, are you? Of course not! You laugh in the face of fear... all three of them.

Use your ghostly skills to solve complex puzzles, find secret passageways and hidden clues, and locate the lost pieces of the dismantled Lazerus Machine. Based on the hit movie, including some of the great 3-D animation, special effects and hilarious gags, CASPER is a challenging adventure for you, your family and your friends! Just remember to choose your friends carefully!

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GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

Put in some ear plugs, 'cuz the lab is boomin' this month as we take our first look at some Nintendo 64 peripherals.

NINTENDO 64 PERIPHERAL PREVIEWS!

Look for these new controllers September 29, when the N64 launches.

Launch Pads

SharkPad Pro and Hammerhead prototype

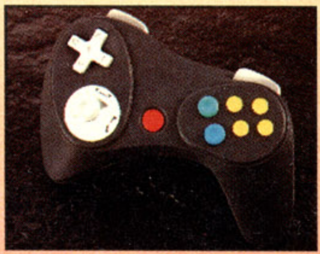
When the N64 launches, look for two standard-style N64 controllers complete with memory card slots from **InterAct**. The **SharkPad Pro** will also offer extras like slo-mo and auto-fire. The **HammerHead** sports the same features plus programmability.

Also look for the **Advanced Controller for N64** from **Mad Catz**. Again, it's similar to standard N64 controllers, but it packs a turbo-fire option. It also features the same great floating directional pad from the company's PlayStation controller, all at a price tag of about $25.

Advanced Controller for N64

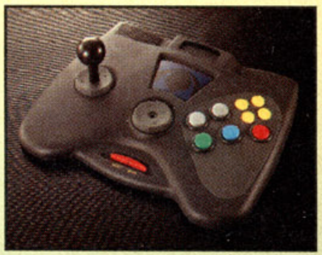
Super Pad

Look up in the sky: It's a bird, it's a plane—it's the **Super Pad 64 Plus** by **InterAct**. While it packs all the features of a standard N64 pad, this one differs in design. With two grips instead of three, it looks more like a PlayStation controller, and it may be the right choice for gamers not comfortable with the standard design.



Stickin' It to the N64

While control pads dominate the home gaming scene, there are those diehard arcade players who will settle for nothing less than a stick for Killer Instinct. Thankfully, **InterAct** is already hard at work producing the **Arcade Shark**, a digital/analog joystick featuring slo-mo and auto-fire.



Cruisin' with the Catz

The name says it all—the **Analog Steering Wheel for N64**. If you've taken a few laps with the **Mad Catz** PlayStation wheel, you know these guys won't steer you wrong. You get the gas and brake pedals, a stick shift, and a wheel with a 270-degree range of rotation. Crossing the finish line at about $79, this one deserves a test run by all Cruis'n USA fans.

More N64 Launch Peripherals

- *Ascii Pad (By ASCII)*
- *A/V Cables (By Mad Catz)*
- *Controller Extension Cables (By Mad Catz)*
- *Enhanced Stick (By ASCII)*
- *Flight/Fight Stick (By Mad Catz)*
- *Game Shark (By InterAct)*
- *Memory Cards (By InterAct and Mad Catz)*
- *RF Converter (By Mad Catz)*
- *Specialized Ascii Pad (By ASCII)*

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- Each battle scenario completely different
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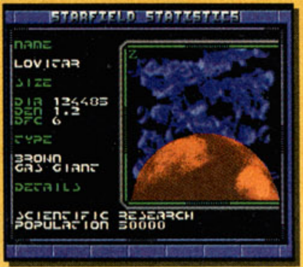
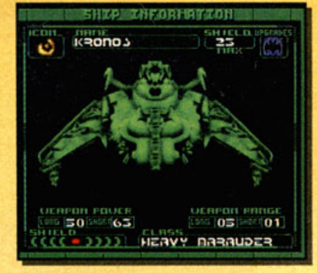


STARFIELD STATISTICS

NAME
LOVITAR
SIZE
DIA 124485
DEN 1.2
DFC 6
TYPE
BROWN GAS GIANT
DETAILS
SCIENTIFIC RESEARCH
POPULATION 30000



SHIP INFORMATION

ICON NAME KRONOS
SHIELD 25 MAX
UPGRADES
WEAPON POWER LONG 50 SHORT 63
WEAPON RANGE LONG 05 SHORT 01
SHIELD
CLASS HEAVY MARAUDER

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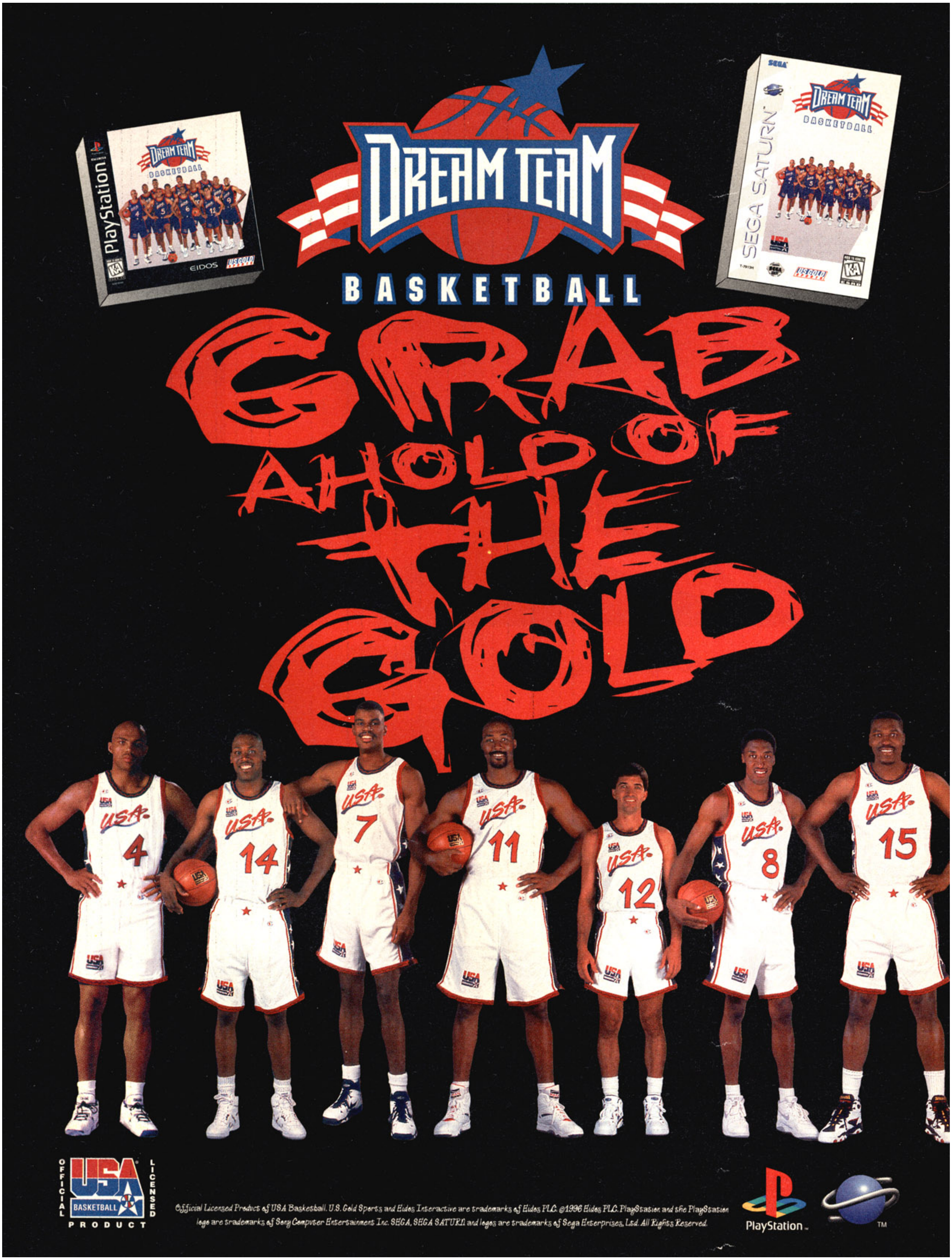
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PlayStation

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Hakeem Olajuwon
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Glenn Robinson
Mitch Richmond
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EIDOS INTERACTIVE

Welcoming Williams!

Williams Entertainment came to town with a load of cool games and a Nintendo 64! On top of great titles like MK Trilogy and Final Doom, they also unveiled the awesome multiplayer game Wayne Gretzky's 3D Hockey (see "Sports Pages" this issue for a preview). Let's take a look at what else they brought!

Robotron X

Nintendo 64 **PlayStation** **PC CD**

By Toxic Tommy

Developed by Player 1
Published by Williams Entertainment
Available October

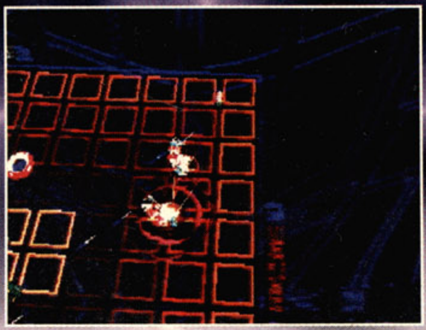
30% COMPLETE

Run-n-gun robot-zapping is making a comeback with Robotron X, the '90s version of the classic coin-op, Robotron: 2084.

Control

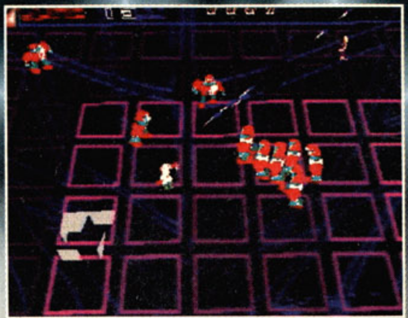
The preliminary PlayStation version's controls were crisp, though arcade vets will miss the dual joysticks. Diagonal shots with four-button PlayStation directionals just don't feel the same. Also, the auto-cam zoomed in and out of the action, which proved positively lethal as robots snuck up behind you during close-ups. Fortunately, Williams has plenty of time to tune things up.

Gameplay

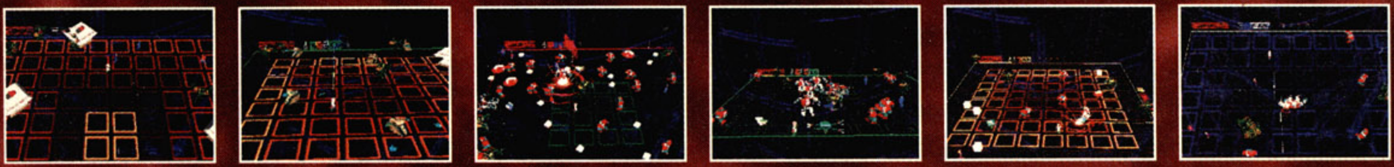


Williams promises 100 levels and 26 enemies, which will be basically true to the original. For example, the Brainbots appear on Level 5 and the Tanks appear on Level 7, as in the arcade game. Gamers will also find 7 bonus rounds, 4 giganto bosses, and 14 techno-funk music tracks. Williams seems to be in full retro-mode with Arcade's Classics and now this remake, but Robotron certainly looks X-citing.

Graphics



X gets a 3D polygon facelift, but the scenario's classic Robotron. Robot masters desire to exterminate all humans. You guide the pistol-toting hero in a 360-degree gunfight/rescue mission via a ¾-overhead view.



Mortal Kombat Trilogy

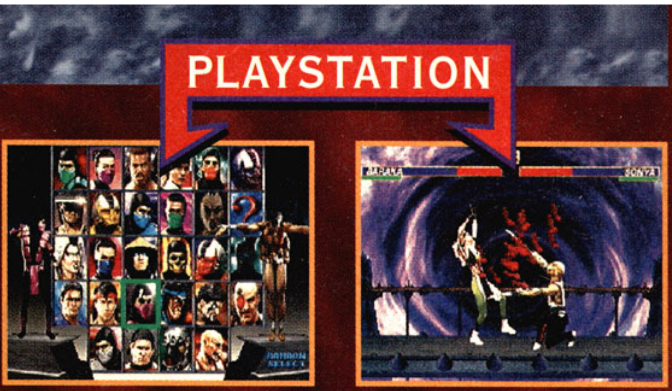
Hands-On

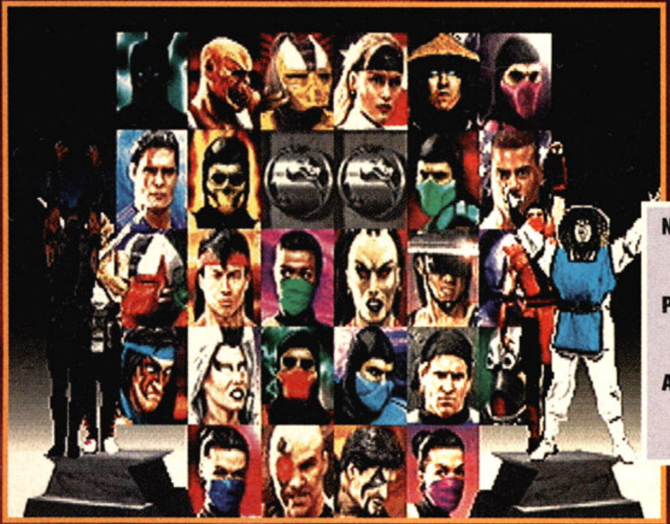
By Major Mike

Nintendo 64

PlayStation

William's Preview


PLAYSTATION
BARAKA
SONYA



It's a Mortal Kombat lover's dream! Almost every fighter is included from each MK game, including Rain and Noob Saibot. Wonder what's hidden behind the two MK logos in the middle…

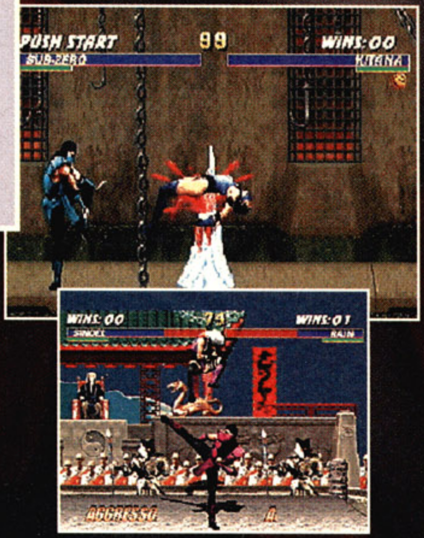
Nintendo 64 version developed and published by Wiilliams Entertainment

PlayStation version developed by Avalanche and published by Williams Entertainment

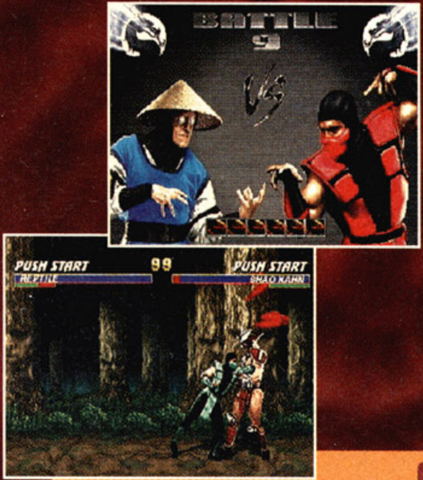
Available October

50% COMPLETE

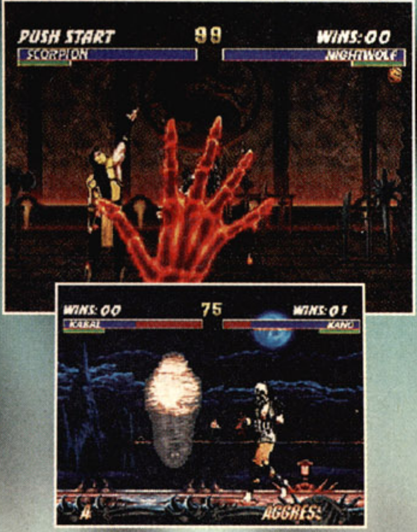
Graphics


PUSH START
99
WINS:00
SUB-ZERO
KITANA
WINS:00
WINS:01
SMOKE
RAIN
AGGRESSO

Blood, blood everywhere! MK Trilogy has its share of crimson. Some of the old stages (like Shang Tsung's courtyard) induce nostalgia. The game looks arcade-perfect, with digitized characters, fatalities, Babalities, Animalities, and every other ality.

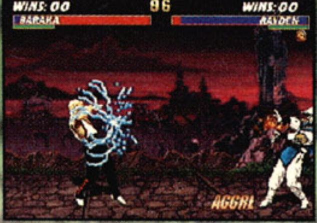

BATTLE
9
VS
PUSH START
99
PUSH START
REPTILE
SHAO KAHN

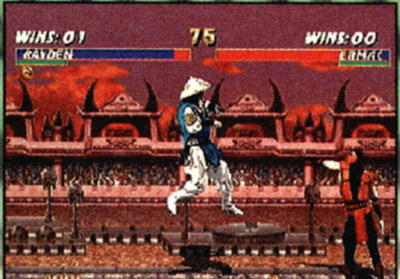
Gameplay & FunFactor


PUSH START
99
WINS:00
SCORPION
NIGHTWOLF
WINS:00
75
WINS:01
KABAL
KANO
AGGRES

It's MK, and plenty of it. Anyone who loved MKII but hated MK3, or vice versa, will definitely take to this compilation. The mix of elements from the different games works remarkably well. Even the new fighters are something to be reckoned with—Rain sports a mean lightning move, and Noob Saibot comes on strong with his Pile Driver.

Controls


WINS:00
96
WINS:00
BARAKA
RAYDEN
AGGRE


WINS:01
75
WINS:00
RAYDEN
ERMAC
AGGR

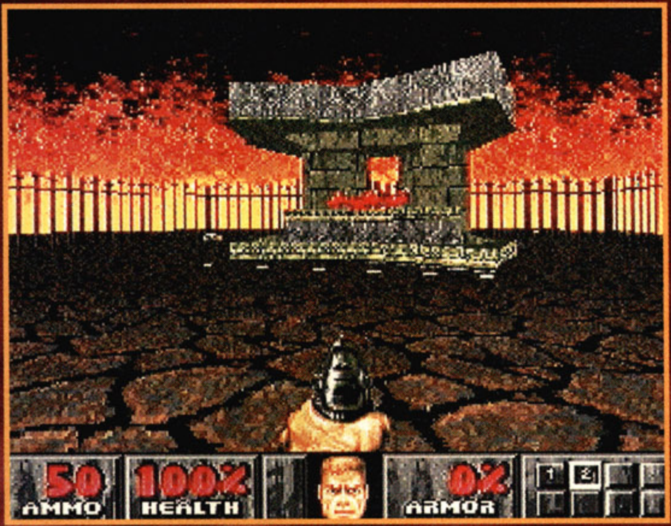
The Nintendo 64 controller poses no problems in the execution of rapid-fire combos and special moves. The configuration of all six buttons on the face of the Nintendo 64 controller is especially helpful.

Another bonus—the Nintendo 64 game has one feature not found in the versions for other platforms: the Aggressor meter at the bottom of the screen. As fighters exchange blows, the word gradually appears. When it is maxed out, you are stronger and faster for a brief period.

Final Doom

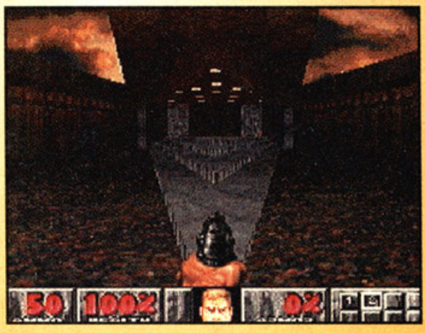
PlayStation

By Scary Larry



Williams's winning reputation for converting id's masterpieces to the PlayStation will only grow with Final Doom. It's added blood-spurting, demon-busting action—perfect for Doom-heads jonesin' for more.

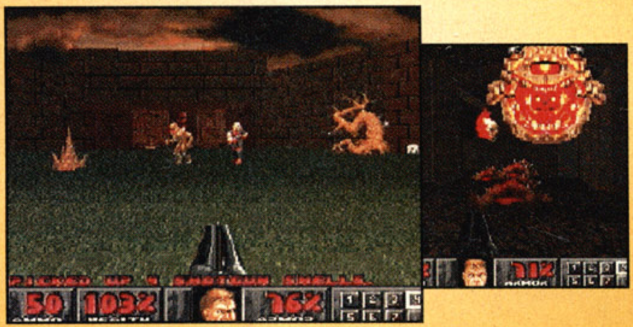
Gameplay & Fun Factor



Think you're havin' a hellish day? You don't know the half of it until you've played Doom. But for those who played and enjoyed the first one, this one will definitely satisfy the bloodlust a little longer. For novices, it's better to cut your teeth on the first one before plunging into this nightmare. As far as fun goes, even in this preview version, Final Doom's the best corridor shooter around, greatly improving on its seminal predecessor.

Control

The movement is still as fluid and free of slowdown as the first PSX version. But the ability to shoot and strafe simultaneously (a big concern for Doom purists) has been retained. The game moves surprisingly well, and even in crowded rooms, the action is viciously fast.



Graphics

It's more of the same with some minor enhancements, like more gore—and more gore is just what this game needed! Skewered corpses, gut-wrenching shotgun blasts, and eerie, demonic backgrounds are all easy on the eyes. Most levels are still dark and gruesome—what would you expect?

Developed and published by Williams
Available October

50% COMPLETE

F1 Challenge™

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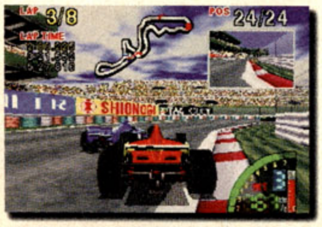
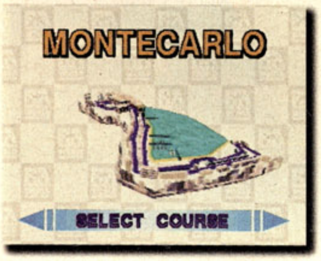
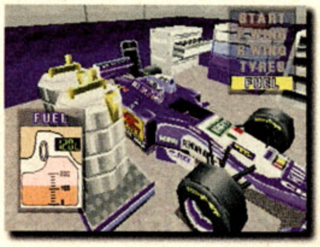

LAP 3/8
LAP TIME
POS 24/24
SHIONOGI

The most realistic racing experience yet for the Sega Saturn. Amazing 3-D graphics and tight control for gameplay so intense you can almost feel your head rattle.


MONTECARLO
SELECT COURSE

Six action-packed tracks including Monte Carlo, Suzuka and Hockenheim and five top authentic Formula-1 racing teams featuring Ferrari, Benetton, and Williams.


START
TYRES
FUEL
FUEL

Customizable player settings for greater control of your car's performance including mid-race pit row changes.

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SEGA SATURN

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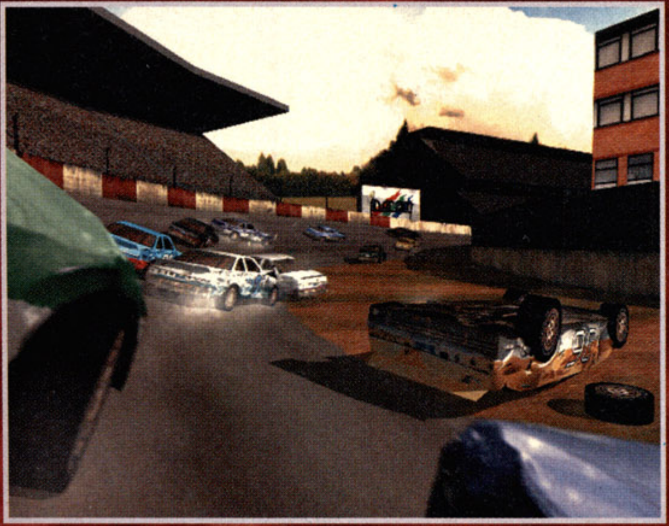
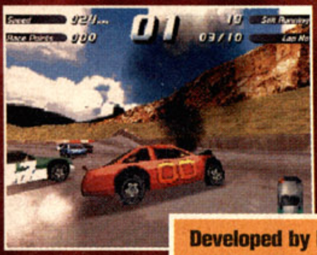
Destruction Derby 2

PlayStation

By Captain Cameron



Bigger, better, faster, more: That's the mantra being chanted by the Reflections team working on Destruction Derby 2. They promise a racer for the PlayStation that'll blow the doors off the original game.



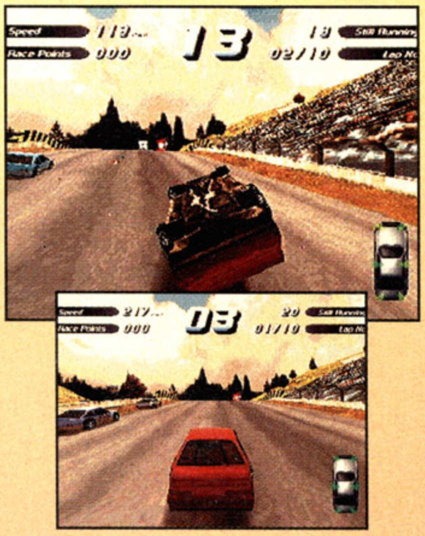
Developed by Reflections
Published by Psygnosis
Available Fourth Quarter '96

40% COMPLETE

Geared-Up Gameplay

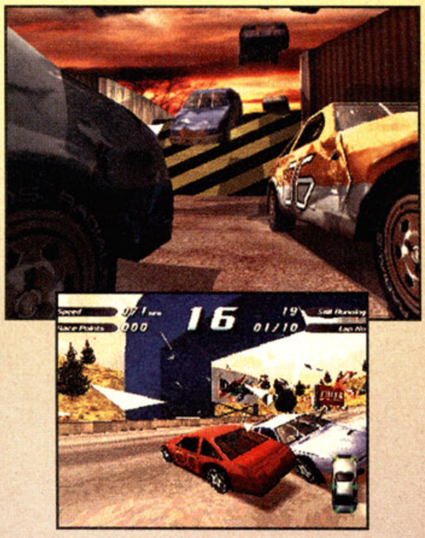
Not that Destruction Derby was a bad game, but Reflections has completely rewritten the original game's programming, giving the sequel a speedy new engine and more of a 3D feel. One of the most noticeable improvements is in the tracks themselves. They're much longer (up to eight times as long, in some cases) and wider. Expect seven tracks plus four Destruction Derby Bowls. Despite all the graphical enhancements, DD2 still moves as quickly as ever, it still has 20 cars per race, and it still supports a two-player link.

Track Sounds



Paul Page, NBC Sports' Indy 500 commentator, calls the action, which should be an improvement over the English actor who voiced the first Destruction Derby. Add in a new metal soundtrack that replaces the techno-pop of the first game, and DD2 looks ready to rock!

Double the Graphics

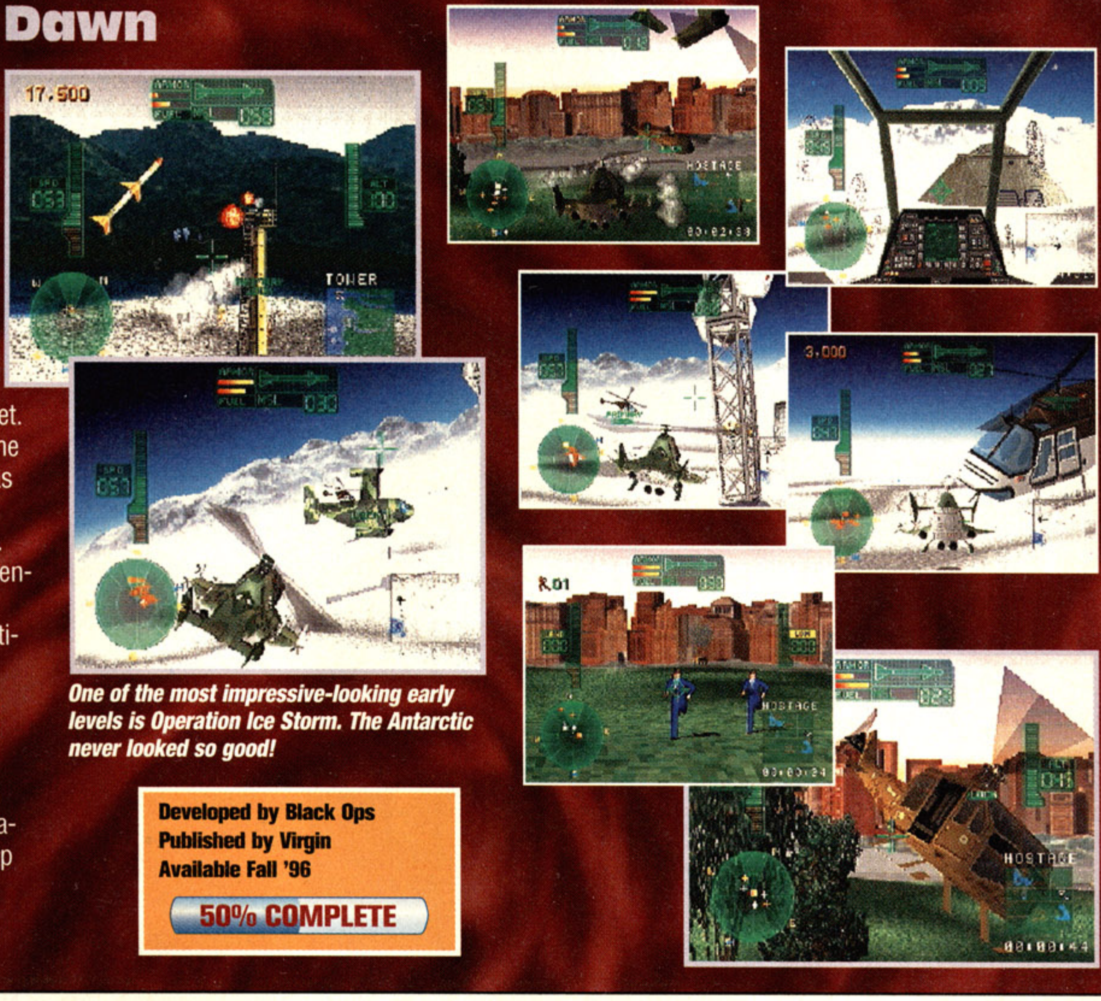


Graphically, Reflections is putting the pedal to the metal. DD2 doubles the number of polygons that were in the original, so the visual details should be sharper throughout. The tracks have been given hills, banked corners, and jumps, and the wrecks are some of the best in the business. Cars flip and roll, parts fly off after a collision, and disabled opponents litter the tracks.

Black Dawn

PlayStation

Attention, chopper pilots! Black Dawn looks like it'll put hot lead in the hands of shooter fans everywhere. Developed by Black Ops, the group that made Agile Warrior, Black Dawn uses that game's engine and puts you inside an attack helicopter instead of a jet. Agile vets will recognize some of the same features, such as similar power-ups and the same three selectable views. But Black Dawn pushes the envelope with better graphics, new environments, and multiple mission objectives. The early sound for Black Dawn, especially the music, is very good, and the controls are much easier to pick up than Agile's. Also, Black Dawn features a new two-player co-op mode!—*Tommy Glide*



One of the most impressive-looking early levels is Operation Ice Storm. The Antarctic never looked so good!

Developed by Black Ops
Published by Virgin
Available Fall '96

50% COMPLETE

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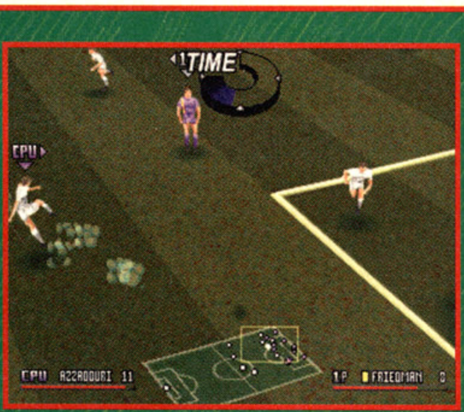
When not rampaging across Europe, leaving a trail of destruction in their wake, soccer hooligans can't help but play Spot the Ball, a tradition perhaps as old as soccer itself. Count yourself among these footy fans and guess where the ball was in this game shot from adidas Power Soccer and win bloody cool stuff from Psygnosis.



PlayStation

PSYGNOSIS

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NO PURCHASE NECESSARY. Sweepstakes open to legal U.S. residents. To enter, draw a circle in this Official Contest Entry Form where you guess the ball was in the adidas Power Soccer PlayStation video game shot above. Mail the Official Entry Form with a 3" x 5" card including your name, address, city, state, zip code, age and telephone number printed legibly to: "adidas Power Soccer Spot The Ball" Sweepstakes, P.O. Box 642180, Los Angeles, CA 90064. Limit one entry per person. Only Official Entries will be accepted. Sweepstakes ends October 31, 1996 and all entries must be postmarked by this date.

The Prizes: One (1) Grand Prize Trip for two to a 1997 Major League Soccer game played in the Continental U.S. including round trip coach airline tickets for 2 persons from the major continental U.S. commercial airport nearest to the winner's home, 4 days/3 nights standard accommodations (double occupancy). All meals, ground transportation and incidentals not specified herein are the sole responsibility of the winner (approximate retail value $2,500). Ten First Prizes: Sony PlayStation Console (ARV $200). Twenty Second Prizes: adidas jerseys (ARV $70). Thirty Third Prizes: Psygnosis adidas Power Soccer PlayStation Video Game (ARV $60). Thirty Fourth Prizes: adidas Team Sports Bag (ARV $40). Limit one prize per family or address.

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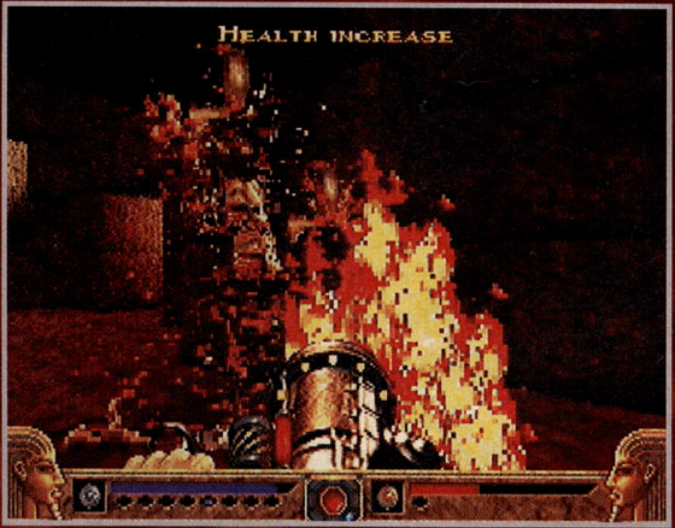
Powerslave

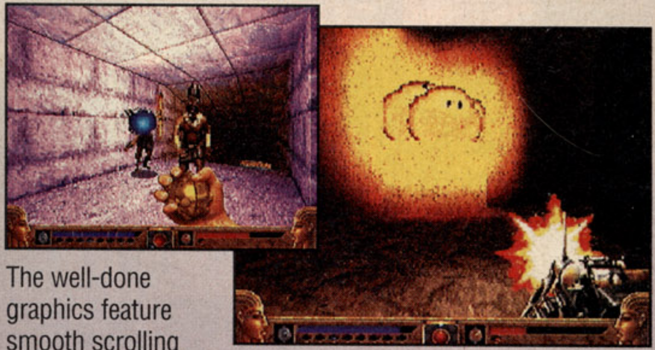
PlayStation Saturn PC CD

By Major Mike

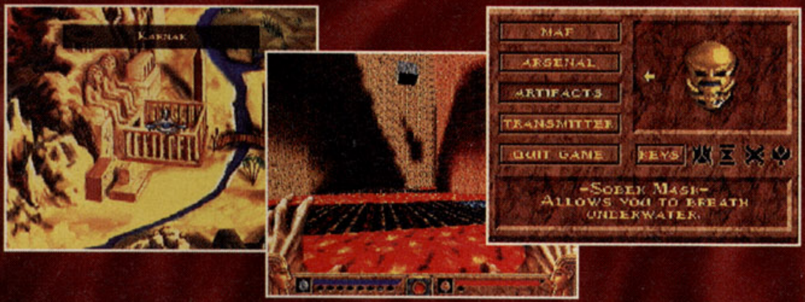


Feeling Doomed? Then check out this great 28-level corridor shooter!

Graphics



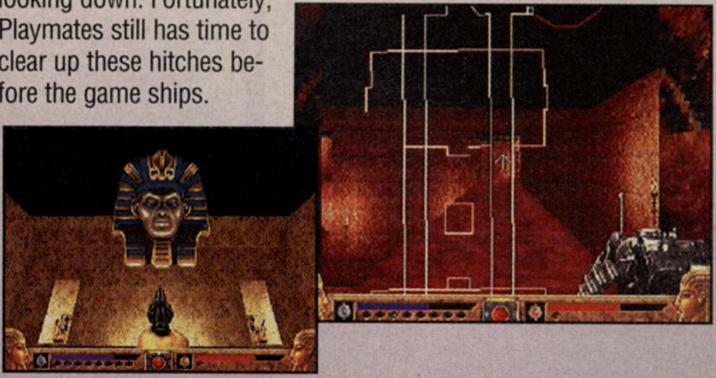
The well-done graphics feature smooth scrolling and excellent light-source effects; for example, fireballs thrown by enemies illuminate the walls as they travel. The gore could be pumped up a notch or two—some of the exploding bodies look like breaking statues.



-SOBEK MASK-
ALLOWS YOU TO BREATH UNDERWATER.

Controls

Responsive enough, the controls in this early version tend to slip when you're teetering on the edge of a cliff or step. Looking up and down also takes some getting used to, especially when you need to use this maneuver in a clinch. Moreover, the jump is awkward because you can't see exactly where you're landing unless you take the jump while looking down. Fortunately, Playmates still has time to clear up these hitches before the game ships.

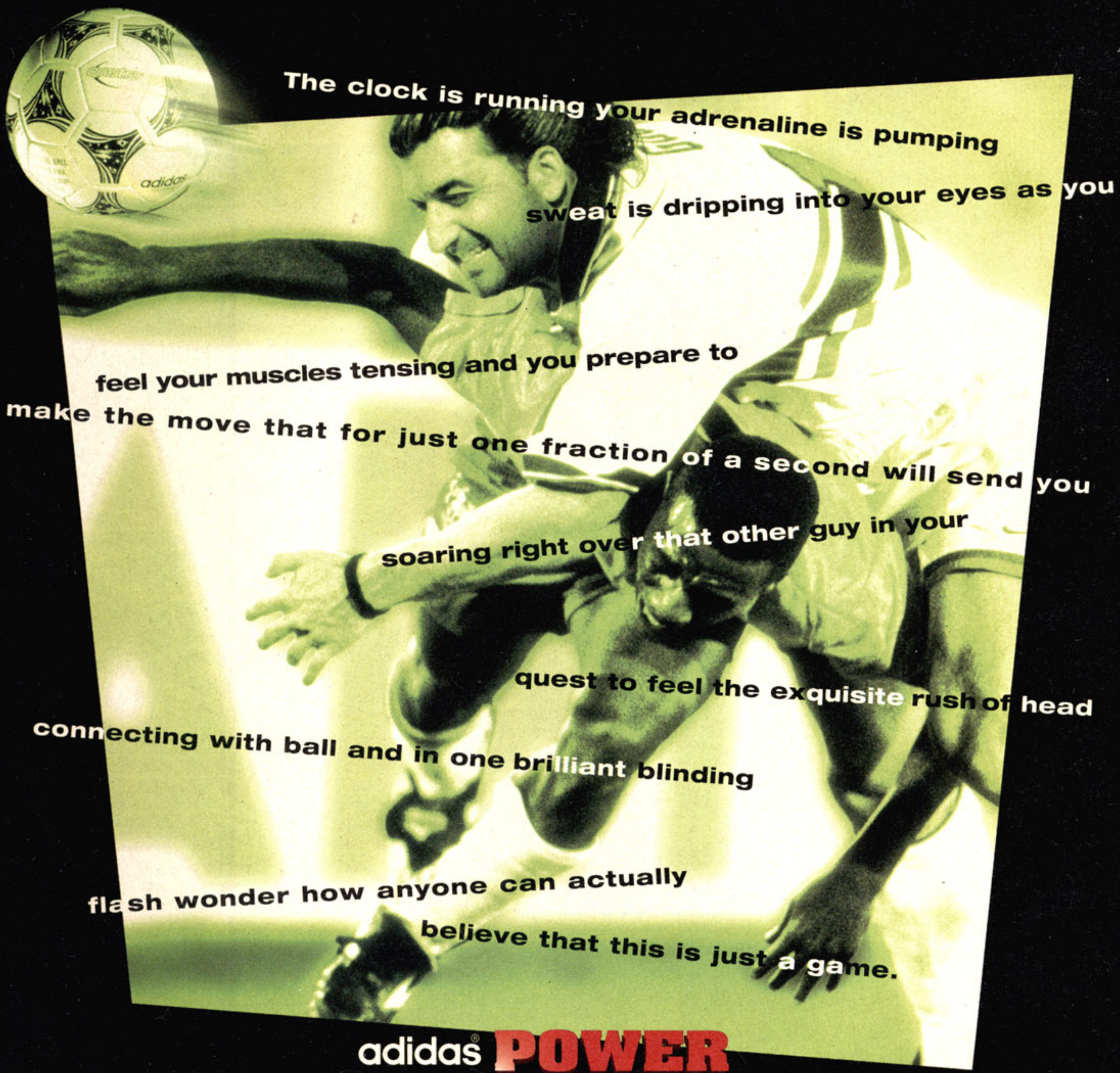


Gameplay & Fun Factor

You have several weapons in your inventory—everything from heavy artillery (an M-60 machine gun and grenades) to magical spells (like a Cobra Staff that fires dragon spirits that zero in and destroy targets). These work wonders on the plethora of nasties you come up against. There are also extra abilities to acquire, like being able to jump higher and breathe underwater.

Powerslave has all the elements of the nearest Doom clone (awesome weapons, traps, huge levels), and more. You can jump, swim, look up or down; in general, there's more than just point-the-gun-and-shoot gameplay. This could be the best corridor shooter since Doom hit the PlayStation!

Developed by Lobotomy Software
Published by Playmates Interactive Entertainment
Available August
70% COMPLETE



The clock is running your adrenaline is pumping sweat is dripping into your eyes as you feel your muscles tensing and you prepare to make the move that for just one fraction of a second will send you soaring right over that other guy in your quest to feel the exquisite rush of head connecting with ball and in one brilliant blinding flash wonder how anyone can actually believe that this is just a game.

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Nights

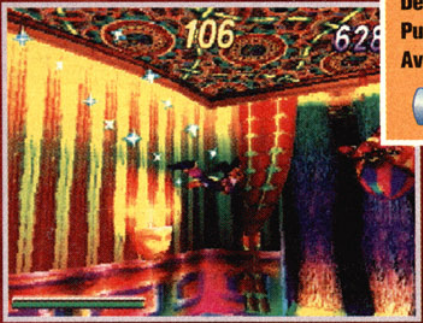
Saturn

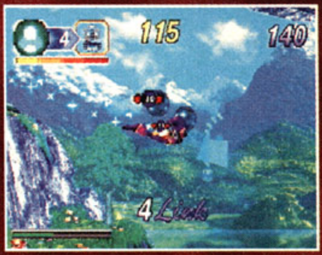
Sega is almost ready with Nights, a freewheeling, pseudo-psychedelic running and flying game. The closest description: Sonic with wings. You play as one of two characters, Elliot or Claris. Each starts on a different world, but the objective is the same: Collect four colored spheres as you fly, loop, sail, and spin through the levels. Nights looks as good as it plays, and it plays wonderfully. Even without level objectives, it's enough fun just to soar through the levels. Ever dream of gliding through the air, unencumbered by wings or a flying apparatus? Nights is a flying dream come true.

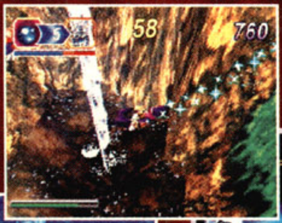
—Scary Larry

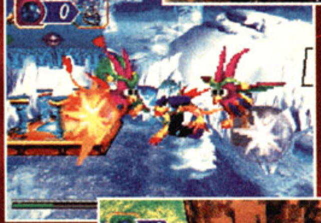
Developed by Sonic Team
Published by Sega
Available August

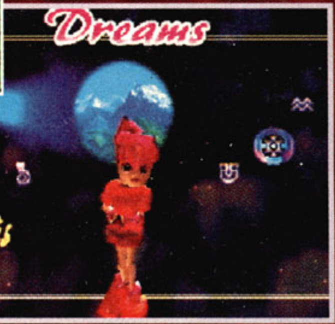
40% COMPLETE

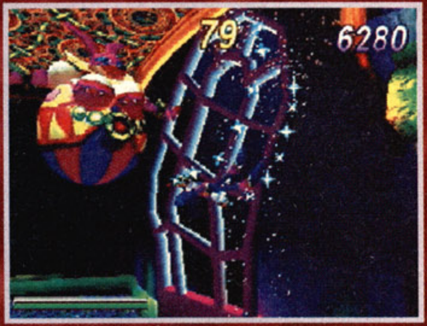


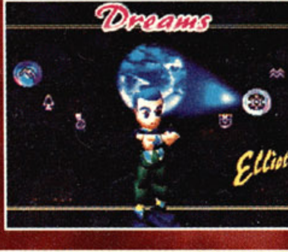


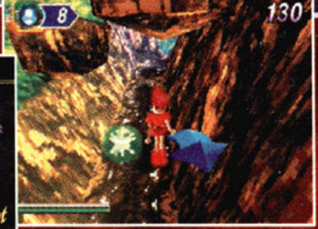


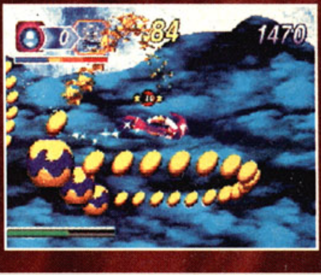










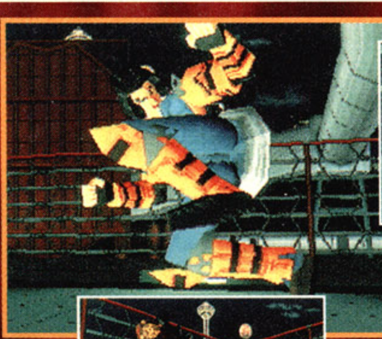


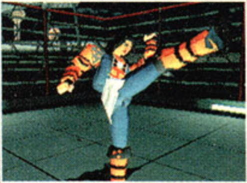
Fighting Vipers

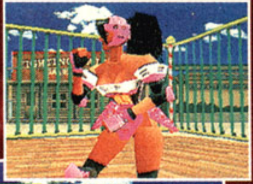
Saturn

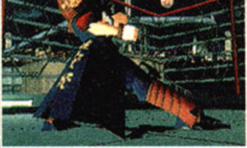
Sega translates yet another smash arcade hit from its games division, and it looks as good as Virtua Fighter 2 did last year. Fighting Vipers is a snazzy fighter that showcases some spectacular moves à la VF2. Playing as one of eight characters, you can actually beat the pants off someone—literally. During a fight, super-special moves remove your opponent's armor and clothing. Ring-outs, throwing fighters against the walls, and impaling them on fences—this game will be one of the best this year. Fans of the arcade version are patiently awaiting this awesome brawler.

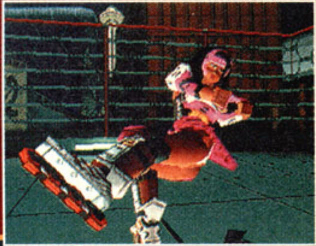
—Scary Larry

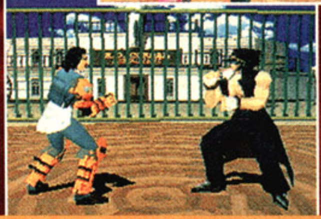


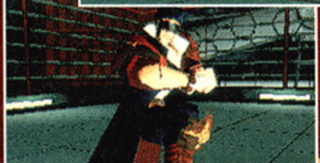


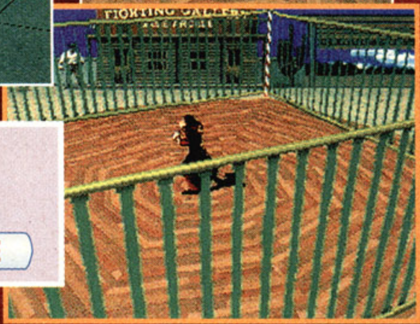


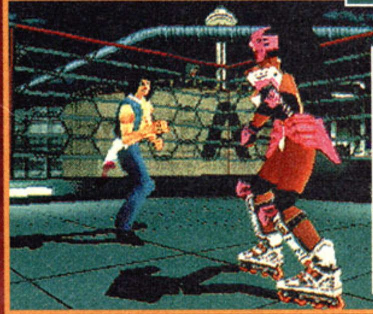


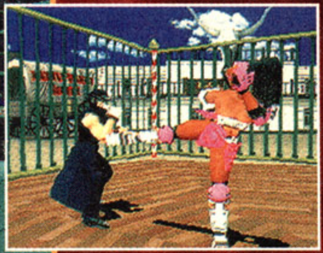












Developed by AM2
Published by Sega
Available October

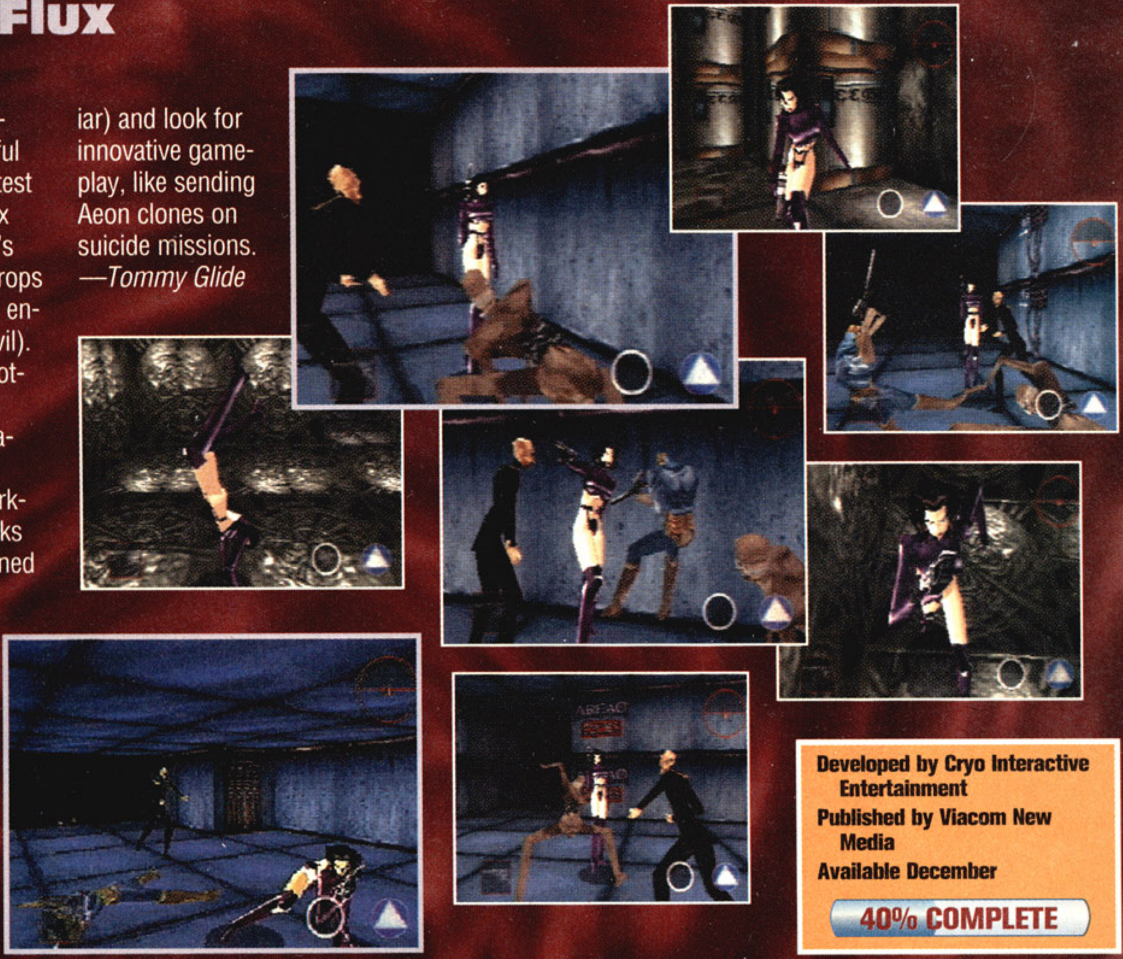
20% COMPLETE

FIRST LOOK

Aeon Flux

PlayStation

She's a lean, mean, leather-clad machine whose graceful gunplay makes her the hottest spy-babe around. Aeon Flux leaves behind the TV show's philosophical babble and drops you into a third-person, 3D environment (à la Resident Evil). Through the 35 levels, shooting and some strategy are required to banish the extraterrestrial Demiurge. While still only a shadow of a working game, Aeon herself looks finished as a sharply designed polygonal character. Aeon Flux creator/animator Peter Chung directed Aeon's motion-capture sequences, so expect velvet-smooth movement from the high-booted heroine. Meet more than 20 enemies (some new, some familiar) and look for innovative gameplay, like sending Aeon clones on suicide missions.
—Tommy Glide



Developed by Cryo Interactive Entertainment
Published by Viacom New Media
Available December
40% COMPLETE

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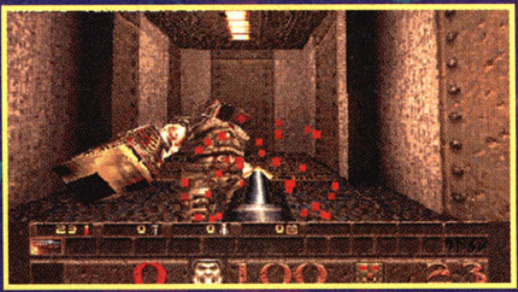
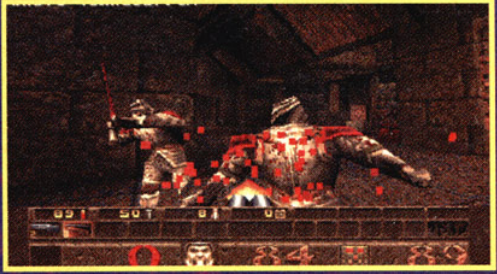
Quake

PC CD





Word of id's eagerly anticipated follow-up to Doom has been sending killer seismic rumbles through the PC community for years. The wait is over. Quake registers a solid 8.0 on the Richter scale with lightning-fast first-person corridor-shooting action, courtesy of id's new 3D gameplay engine.

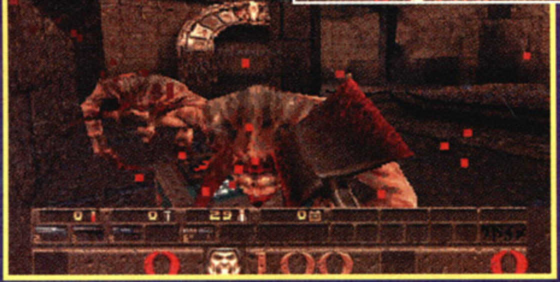
You rip through the game's four dark worlds in pursuit of Quake and his army of serial killers, who are wreaking murder and mayhem. Your weapons, which range from a shotgun and axe to a fiend-frying thunderbolt, even the score as you face vicious enemies like rabid Rottweilers and a missile-launching Scrag. If you're into death matches, Quake will also have networked gameplay.

If you thought your PC gaming days were Doomed, get ready to Quake, rattle, and roll. For the latest version of Quake shareware, as well as FAQs, screen shots, links to other cool Quake pages, and Quake-related files like patches and cheats, go to GamePro Online's Quake Web page at:

`http://www.gamepro.com/GPart/sig/pcgp/quake/Quake.htm`

—Black Widow

By id Software
Available August



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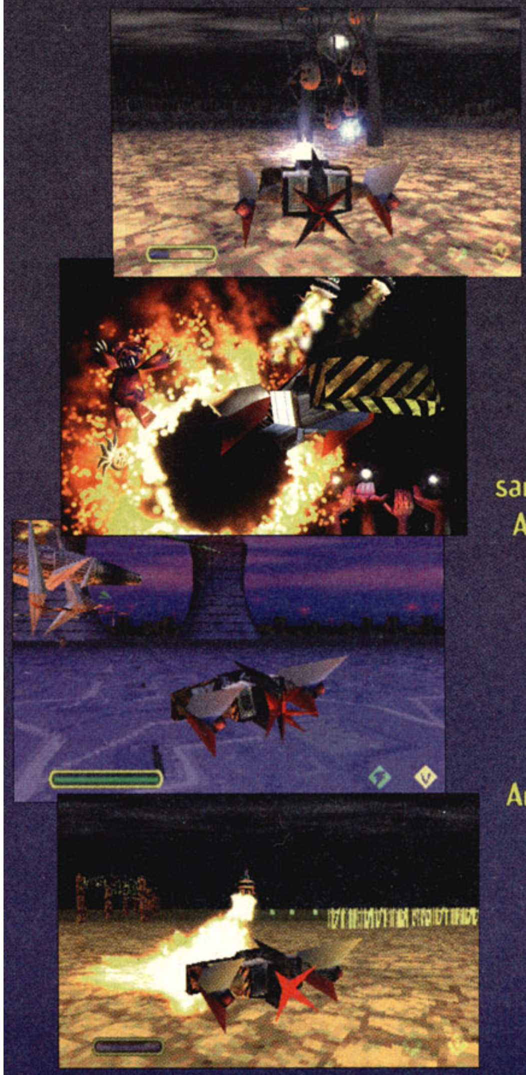

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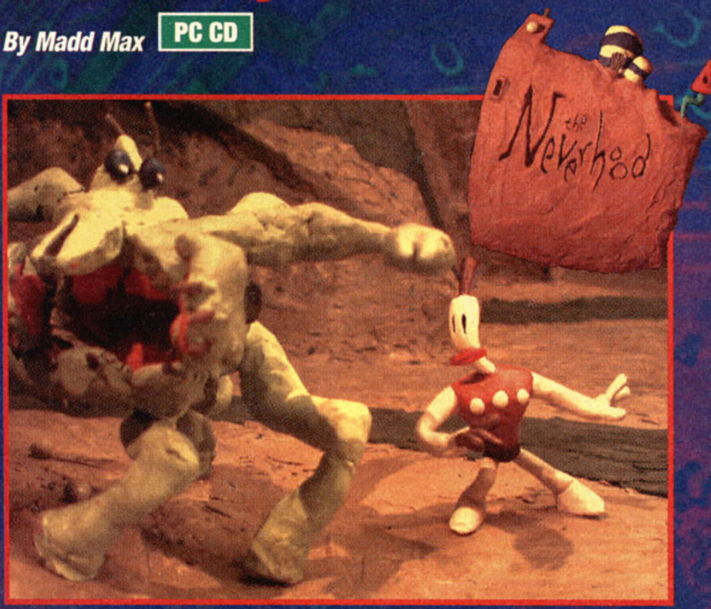
The Neverhood: A Curious Wad of Klay Finds His Soul

By Madd Max **PC CD**

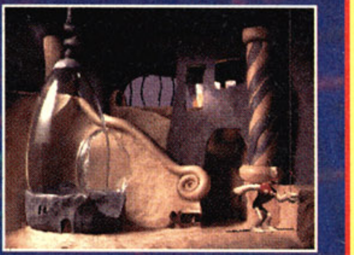


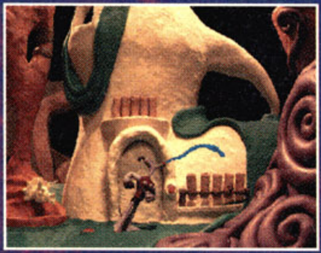
Here's an action game where having feet of clay is a really good thing. We first previewed this innovative game last month (see "PC GamePro," August), and we have more to show you. The Neverhood is a fantasy domain created from magic clay by Hoborg, the lonely ruler of a magical world. The clay brings its sculpted inhabitants to life, but one of them, Klogg, has evil on his newly molded mind. You play Klaymen, a floppy-limbed clay hero who decides to thwart Klogg's machinations even as he searches for the meaning of his existence.

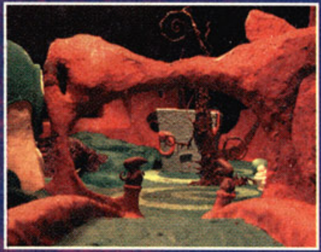
The Neverhood features 60 puzzle-driven tasks, surrounded by trap doors, hidden hallways, and secret areas. You also battle weird crustacean monstrosities and gigantic boss creatures like the 50-foot Big Robot Bill. The interface is a simple point-and-click design that emphasizes the action, eschewing inventories and level maps.

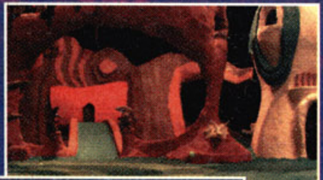
According to the developers (also called The Neverhood), the photorealistic character models and scenery consist of over three tons of clay! Despite the dark and dangerous story line, the designers plan to endow the stop-frame characters with humor, so you can have a few laughs as you confront the existential nature of clay.

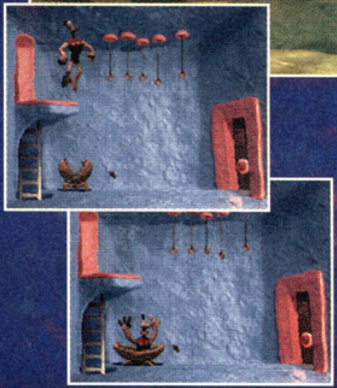
By Dreamworks Interactive
Available Fourth Quarter '96





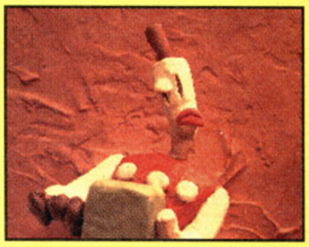


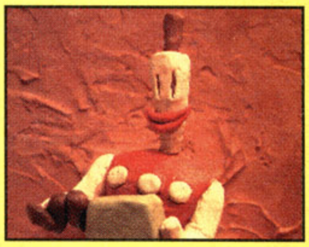


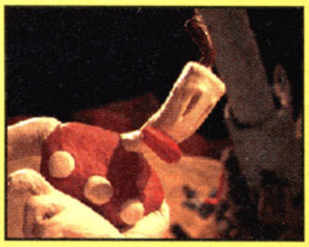


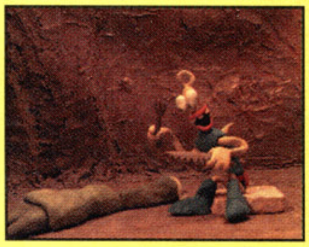
Comic Relief

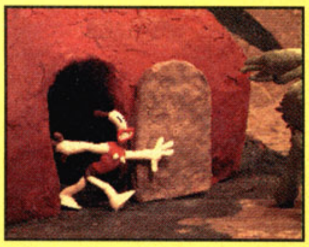
Half the fun of The Neverhood will be watching the amazingly unclaylike Klaymen's comical animations as he stumbles upon dinner, taunts an old nemesis, or puzzles over one of the game's 60 conundrums.

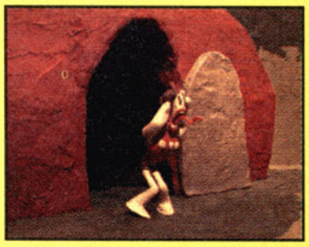


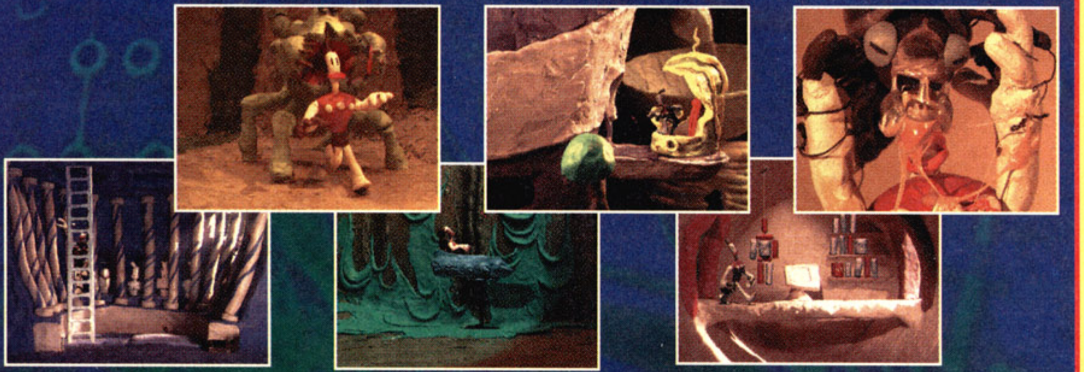






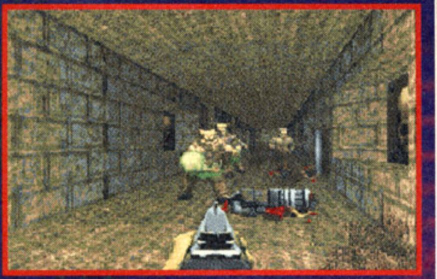






Final Doom

PC CD **PlayStation**

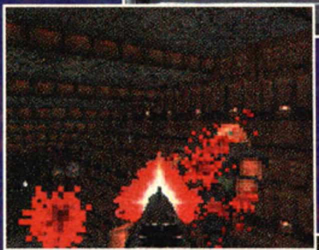


Final Doom is billed as the last Doom game. It features two 32-level episodes, The Plutonia Experiment and TNT: Evilution, which are WADs designed by Doom fans.

Evilution is the work of 35 game designers. A demon spaceship has unleashed hideous monsters onto a science research station on one of Jupiter's moons, and you single-handedly must stop the invasion.

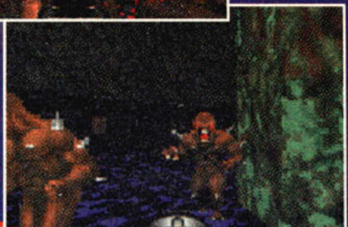
FINAL
DOOM
CARTRIDGES FOR WEAPONS, INERT
PROJECTILE UN 0328
LOT AJD941072-001
30 CARTRIDGES
TPDST
M910
CD ROM
TWO NEW, 32-LEVEL DOOM II EPISODES.
id

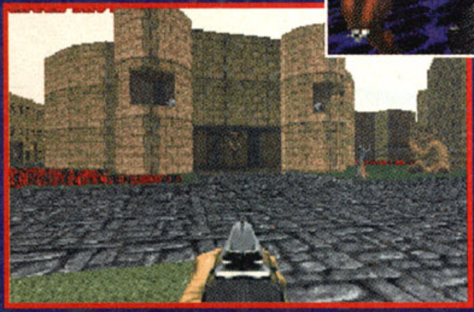
Two brothers from the United Kingdom designed the Plutonia Experiment. The nation's top scientists have tried to close the seven interdimensional Gates of Hell, but one portal remains open. Alone, you must infiltrate the ravaged complex, defeat the Demon Gatekeeper, and seal the last Hell hole.

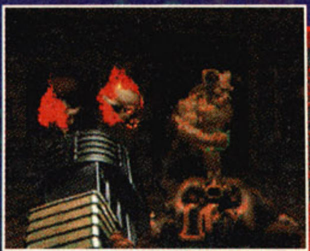


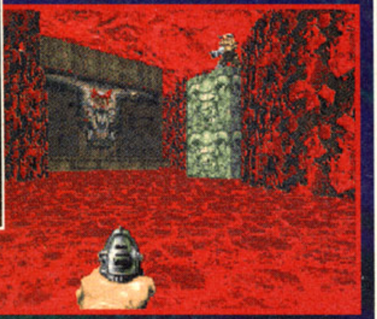
Is Doom done? We don't believe it! *—Madd Max*

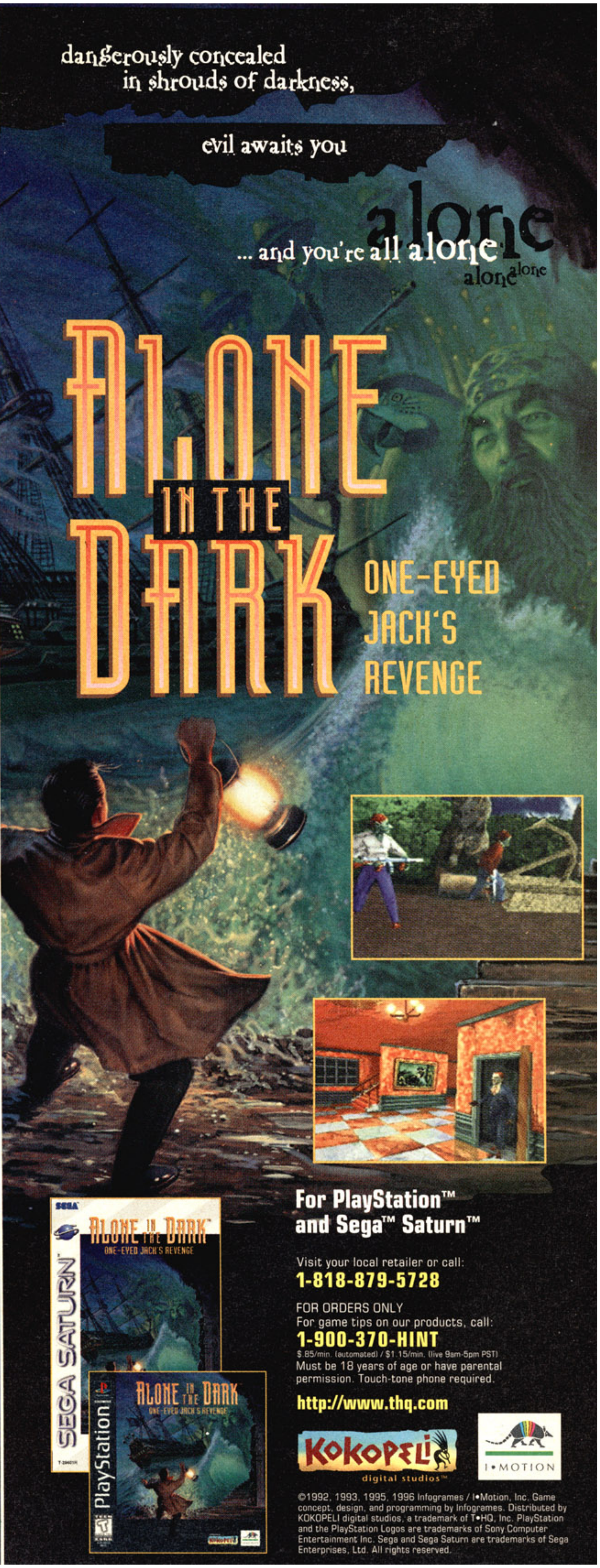
By GT Interactive
Available Now







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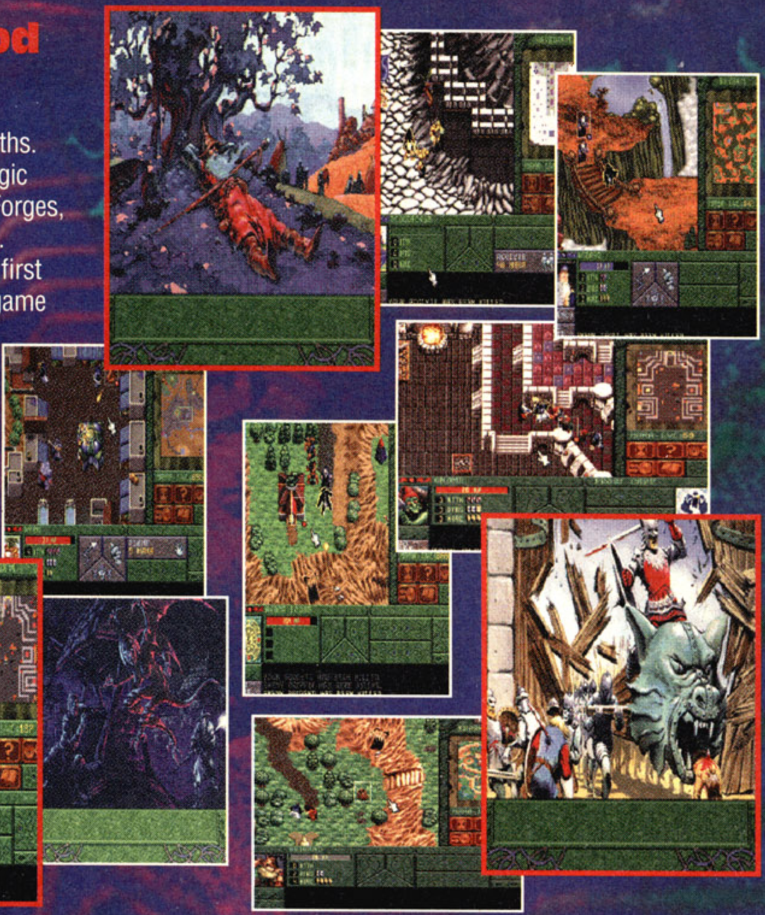
Forgotten Realms: Blood & Magic PC CD Mac CD

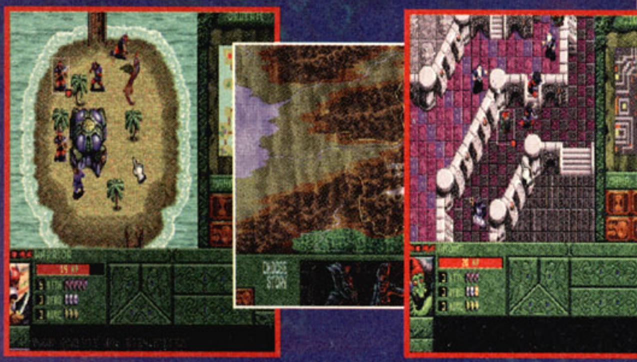
Here's the first real-time strategy game based on an Advanced Dungeons & Dragons game. Blood & Magic takes place on the Forgotten Realms world in a previously unexplored area called the Utter East.

To wage this epic battle, you must utilize 28 legendary characters. A unique feature enables you to transform an army from one with the strength of mere acolytes to one with the might of warriors and wraiths. You also discover new magic spells, such as the Blood Forges, for conjuring entire armies.

Blood & Magic is the first original AD&D computer game in more than a year and a half, and it looks worth the wait.—*Madd Max*

By Interplay Productions
Available Third Quarter '96



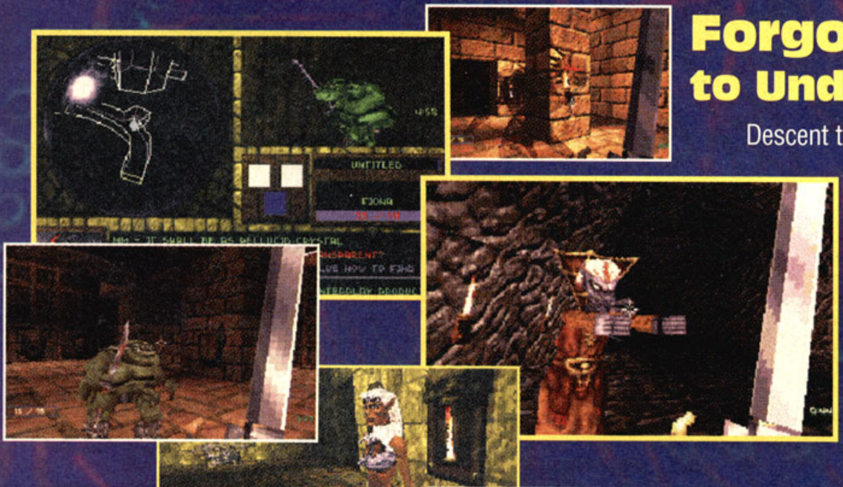


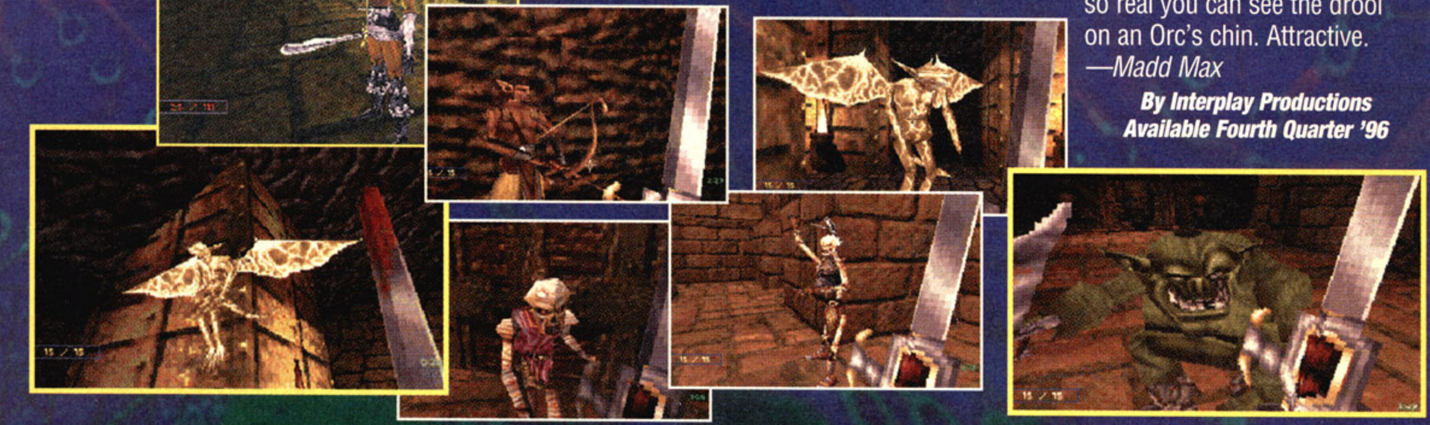
Forgotten Realms: Descent to Undermountain PC CD

Descent to Undermountain is aptly named: This Forgotten Realms action RPG uses the Descent game engine created by Parallax Software. In a classic game of kill or be killed, you must destroy all monsters in a quest to find the powerful Flamesword of Lloth. As part of the Advanced Dungeons & Dragons universe, Undermountain showcases key AD&D characters.

The Descent 3D engine enables you to view Undermountain's cavern environment in 360 degrees, and you can move right into a beast's face with no pixelation. According to Interplay, Undermountain looks so real you can see the drool on an Orc's chin. Attractive. —*Madd Max*

By Interplay Productions
Available Fourth Quarter '96





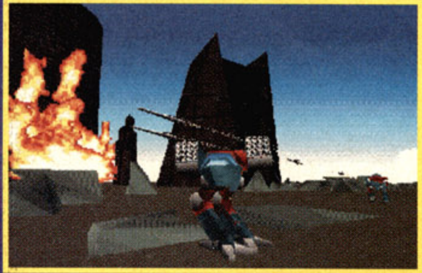
MechWarrior 2: Mercenaries

PC CD

Mercenaries is a prequel to Activision's 1995 blockbuster hit, MechWarrior 2, which pumped out outrageous first-person cockpit-view mech fighting. The story starts 18 years prior to MechWarrior 2 as the Mech soldiers of the Inner Sphere begin their wars. You fight to acquire C-bills which you use to build a mercenary squad of mechs for an epic war.

Mercenaries features 30 new mechs and missions, based on FASA's BattleTech universe. A nonlinear gameplay feature makes it possible for each mission to have a variety of outcomes depending on a player's performance. Moreover, Mercenaries will feature dynamic progression so that damage sustained in one battle will carry over into subsequent missions. A built-in multiplayer component, MercNet, will enable head-to-head competition via modem or up to eight-player battles over a local-area network.

MECHWARRIOR 2 MERCENARIES



If you're into mechanical mayhem, this game may Mech your day.—*Madd Max*

By Activision
Available September

MECHWARRIOR 2
MERCENARIES
ACTIVISION

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Unfortunately, he has an iron jaw (and a rocket launcher).
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STAR GLADIATOR

By Bruised Lee

Capcom evolves from the 2D fighting realm it helped create and enters a 3D battlefield. Star Gladiator is a futuristic fighting game that features cutting-edge 3D action.

Gladiatorial Combat

Nine deadly gladiators, ranging from a cone-headed alien equipped with a plasma yo-yo to a mutated, fire-breathing dinosaur, are at your command. Each is outfitted with special weapons, moves, and combos. Fights are set on a 2D playing field, but every fighter has the ability to sidestep and circle an opponent. The fighting area has set limitations, so ring-out victories are possible.

Star Gladiator runs off PlayStation hardware, so the game produces amazing 3D effects, including transparencies, motion blurs, and flashy lighting effects. Each fighter is beautifully texture-mapped and moves fluidly at a speedy frame rate.

Unique Fighting

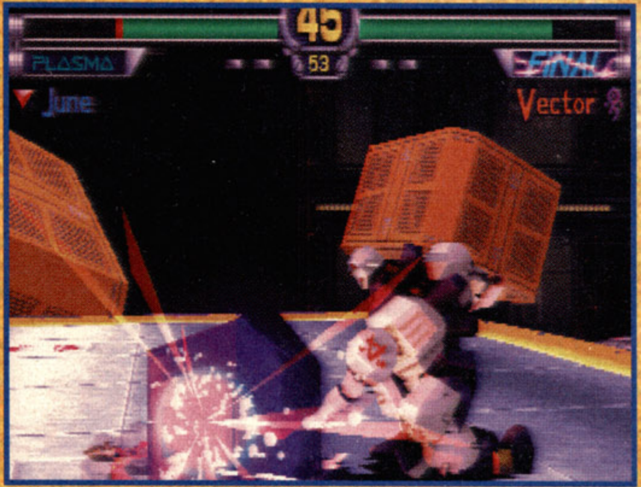
Capcom's best fighting games have always featured perfect controls and inventive gameplay, and Star Gladiator is no different. Each fighter's moves are easy to execute with the four button controls—Guard, Vertical Slash, Side Slash, and Kick.

Gladiator also features advanced fighting gameplay. For example, fighters can perform a Plasma Revenge which enables you to block and counterattack incoming moves. There's also a Plasma Reflect move that enables you to block an incoming attack with your weapons. The Reflect block throws your opponent off balance, so you can counterattack with a move or a combo.

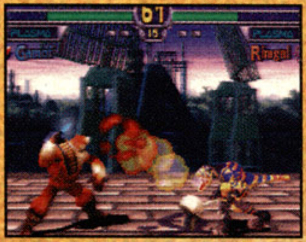
Even the combo system is unique. A small Plasma bar sits directly under your life bar, and as you start a combo, the bar displays the buttons you press. If you tap the wrong button in the combo sequence, your combo stops and the word "Plasma" reappears. Figure it out? This Plasma combo system enables you to discover combos by the process of elimination!

The Fighting Future Is Now

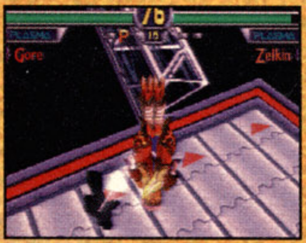
Star Gladiator takes Capcom into an entirely new 3D fighting realm. The game's beautifully colored characters are matched with wild moves and intense combos. Fighting fans who experience the power of Capcom's first 3D fighter will not be disappointed. ■



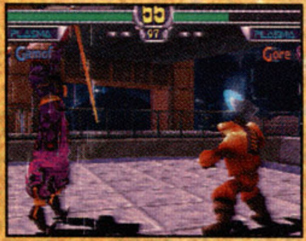
Victor's Final Plasma combo ends with a devastating blow that flattens his opponent.



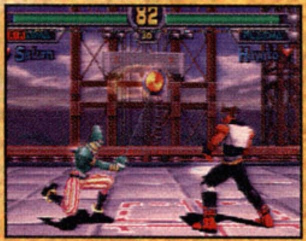
Gamof gets a whiff of Rimgal's breath of fire.



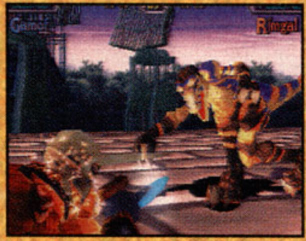
Zelkin, a flying birdlike alien, can grab and then dive bomb his opponent into the ground.



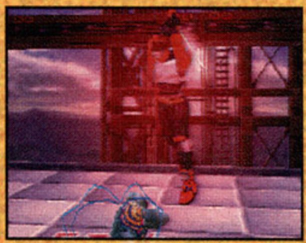
Gore has the unique ability to dramatically increase his size to confuse his enemy.



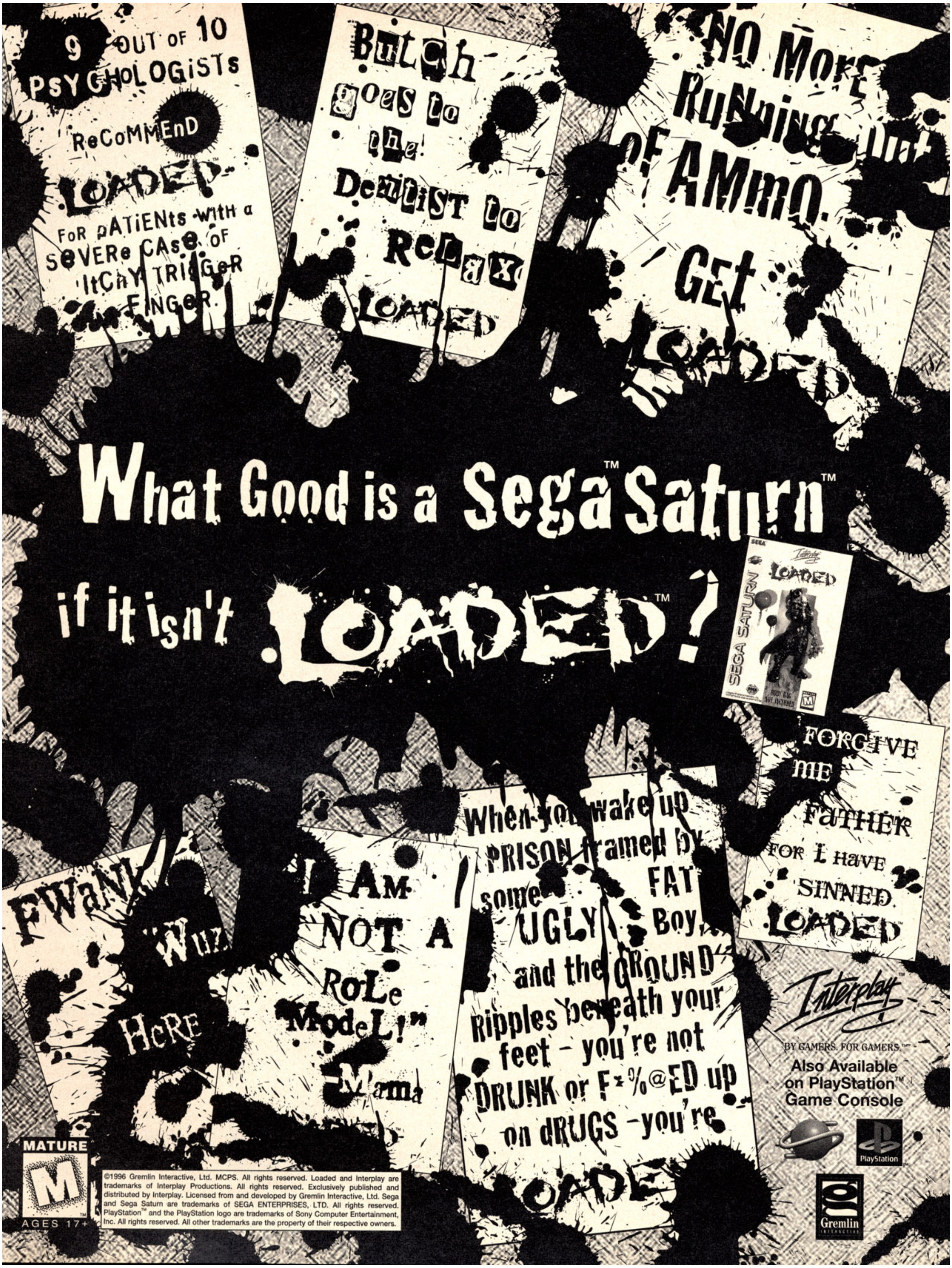
Use Saturn's extendable Plasma Yo-Yo weapon to keep enemies away from you.



Here's a close-up of Rimgal's Plasma Revenge move which slams his opponent in the head with a spiked mallet.



Every fighter in the game has one Plasma Final combo which delivers an amazing final blow for tremendous damage.


9 OUT OF 10 PSYCHOLOGISTS ReCoMMEnD LOADED FoR pATiENts with a SeVERe CAse OF ItChY TRIGGeR FiNGeR
Butch goes to the Dentist to Relax LOADED
NO More Running out of AMMO. GET LOADED
What Good is a Sega™ Saturn™ if it isn't LOADED™?
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FWaN Wuz HeRE
"I AM NOT A RoLe ModeL!" Mama
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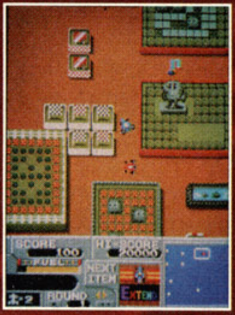
NAMCO CLASSICS
Pac-Man Rally-X & DigDug

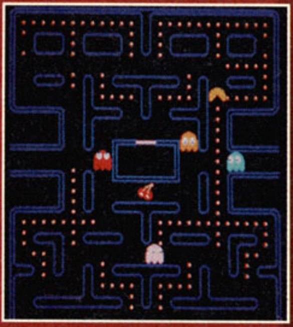
By Bruised Lee

Are you ready for an arcade retro flashback? Three of Namco's greatest quarter-munchers of all time from the early '80s are being bundled into one coin-op unit. Pac-Man, Rally-X, and DigDug return in all their addicting glory.

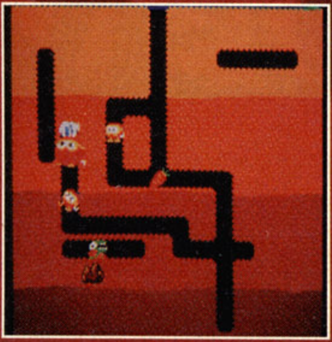
The Golden Age

Namco's long-awaited classic series release isn't just three original games thrown into one cabinet. Players have the opportunity to play one of the three classics or apply their skills to a new feature called Arranged mode. In the Arranged modes (one for each game), the graphics have been updated with new backgrounds, new levels, and increased difficulty. For example, Pac-Man offers 3D screen formations, a dash zone, new background graphics, and new mazes in each of the 23 stages. Also, two players can play simultaneously (either cooperatively or competitively).





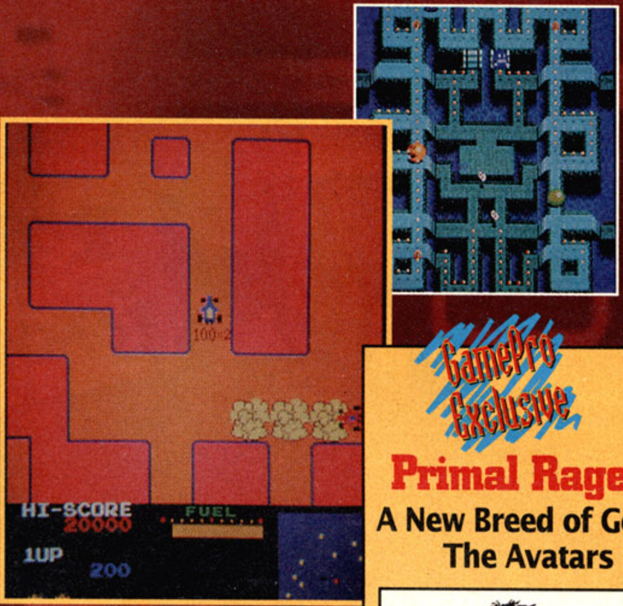
Pac-Man's new two-player simultaneous action lets you and a friend team up and eradicate anything that moves.



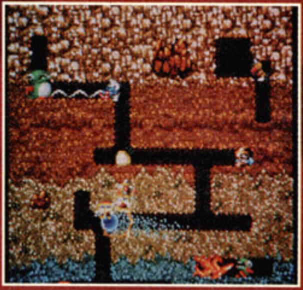
Rally-X's graphics upgrade makes the original seem like an entirely different game.

DigDug's Arranged mode carries new graphics, and the characters gain power by collecting specific items. There are several new hard-to-kill enemies that can cause explosions and shoot laser guns.

Like DigDug and Pac-Man, the Arranged mode of Rally-X sports more realistic graphics. A new feature also enables you to power-up when you arrive at checkpoints. Players can grow to enormous sizes to attack rival cars, get a turbo boost, slow down the other car, or even drop bombs. There are five distinct areas and 15 rounds, including three bonus rounds.



One look at these screen shots brings back memories...hanging out at the local roller rink, playing Pac-Man for hours (on the same quarter, of course), all while your friends skated to the blaring sounds of "Hungry Like the Wolf."

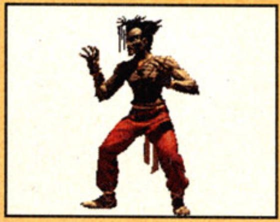


Blasts from the Past

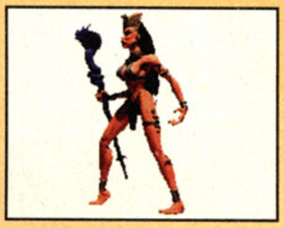
The prayers of arcade junkies everywhere have been answered. These long-time favorites are back, and they're improved over their earlier incarnations. Each classic '80s game has been perfectly duplicated and the new Arranged modes bring a '90s competitive style to today's gaming enthusiasts. G

GamePro Exclusive

Primal Rage 2
A New Breed of Gods: The Avatars



Seth guards a secret about the new character, a sabre-tooth tiger.



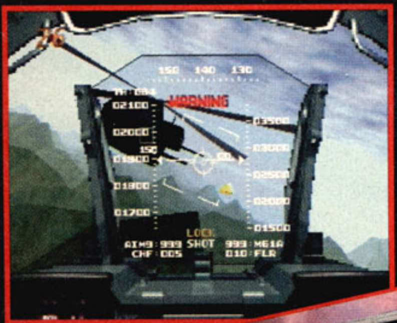
Veronica's staff belies her ties to Vertigo.

The Urth will once again tremble with the fury of Primal Rage! Primal Rage 2 debuts in October with 17 stop-motion animated characters. Ten new characters include eight huge human fighters called Avatars, a boss, and a new dino.

Rage's new hardware platform will produce great scaling and mind-blowing effects. The standard four-button control layout will be replaced by a six-button configuration.

Additionally, Rage 2 fighters will perform spectacular morphing feats...but more on that in future issues.

NO PAIN, NO GAIN
AND IF YOU DON'T WATCH YOUR TAIL
NO PLANE!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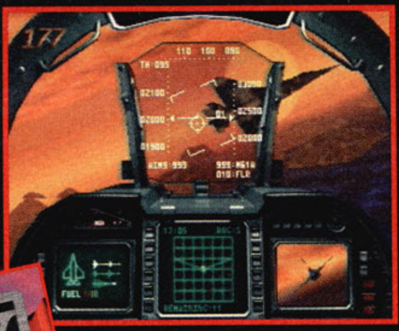

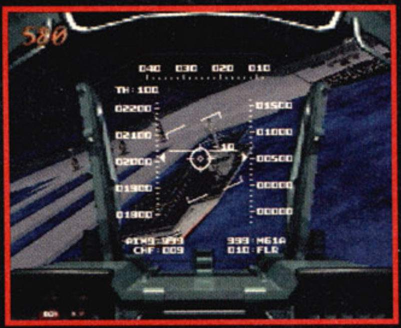

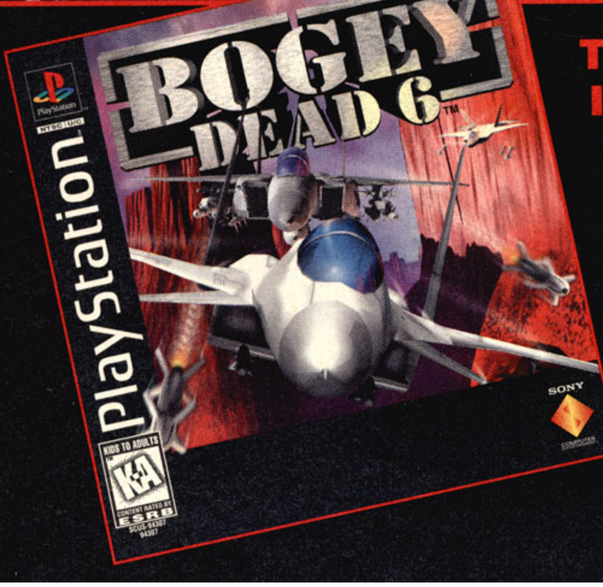
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Ridge Racer Revolution

(By Namco)

By Major Mike

$49.99	2 players
Available now	Multiple views
Racing	

Challenge adj Level · Replay MED · KIDS TO ADULTS K-A AGES 6+

Sound

4.5 Squealing tires, the enthusiastic announcer, and your revving engine receive excellent audio treatment. The jazzy techno-inflections of the pleasant music add to the overall effect. The ability to select music tracks is also a big plus.

Fun Factor

4.5 This is the best racing game for the PlayStation by far. Six tracks, several cars, hidden goodies, and intense driving easily run the competition off the road.

Graphics

4.5 The track redraw is phenomenally smooth. The extra visuals, such as the planes and helicopters that fly by, are a nice touch.

Control

4.5 The controls can be excellent, depending on the car you choose. Each has different attributes that affect the controls—one car may have excellent handling but poor acceleration.

RIDGE RACER REVOLUTION

The impossible has happened: Ridge Racer just got better. Ridge Racer Revolution tops all the sights and sounds of the first PlayStation game with what looks like considerable ease.

Revolution's Evolution

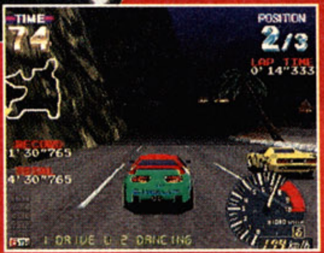
This latest version of the hit arcade racing game is no mere clone. One of the differences you immediately notice is the rearview mirror. Initially, this feature seems distracting, but you soon learn to use it defensively. Another difference is the two-player head-to-head mode, which links you with another PlayStation to race against a friend.

Revolutionary Graphics

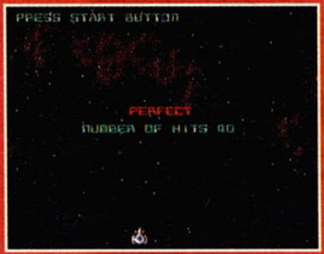
Ridge Revolution looks awesome! The track redraws so far ahead you can't even see it happen, and the racing is faster and more frantic than in the original. The action never slows down, despite the constantly changing light sources that mark different times of day or tunnels. The motion is always fluid.

Tacked on Tracks

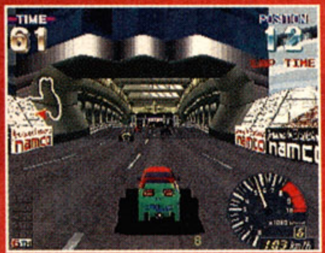
The game opens with three tracks, but if you finish first on these, you can race three extended, more difficult versions of these courses. The



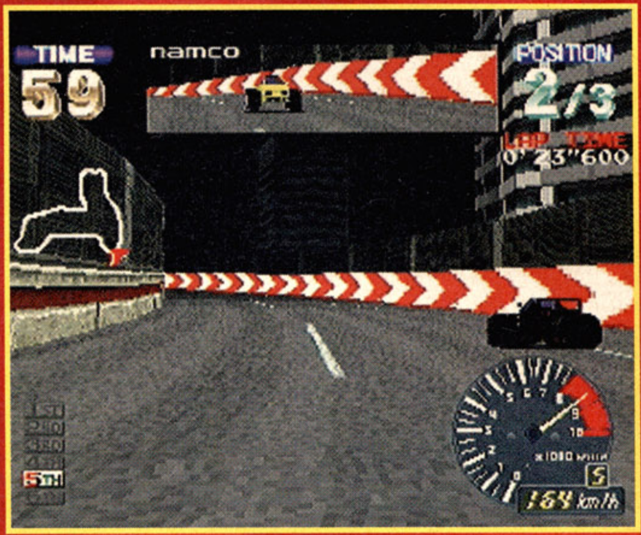
PROTIP: For an extra view, fire up the behind-the-car perspective, then press Start to pause the game. Now press and hold △, and press L1 or R1 to zoom in or out.



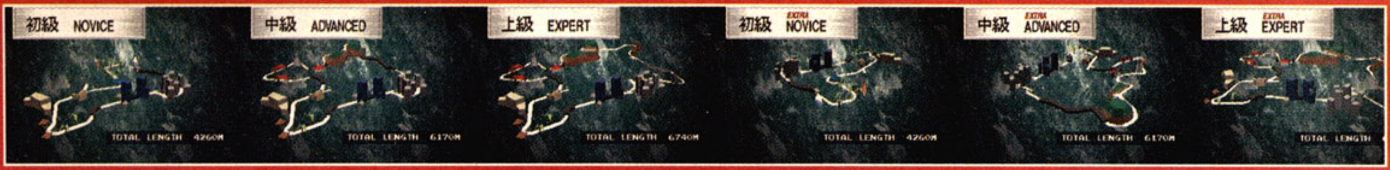
PROTIP: To race as super-deformed cars and add eight cars to the lineup, press and hold △, L1, R1, Down, and Select at the Galaga Shooter screen. A superlaser will obliterate all the enemy ships and give you a perfect score...



...Now when you start the race, the cars have small bodies and huge wheels.



PROTIP: When racing against the black or white car, the first lap isn't important; it's during the last two laps that you need to stay ahead.


初級 NOVICE
中級 ADVANCED
上級 EXPERT
初級 EXTRA NOVICE
中級 EXTRA ADVANCED
上級 EXTRA EXPERT
TOTAL LENGTH 4260M
TOTAL LENGTH 6170M
TOTAL LENGTH 6740M
TOTAL LENGTH 4260M
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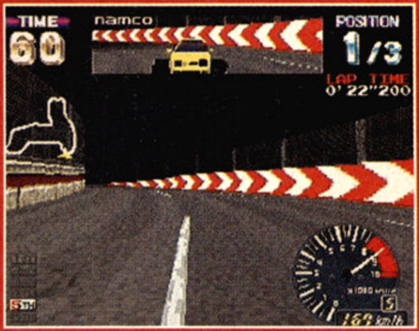
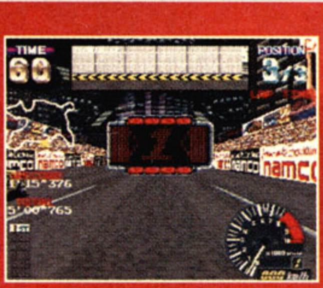
TOTAL LENGTH

Beat the first three tracks, and three new ones become accessible.


TIME
60
namco
POSITION
1/3
LAP TIME
0'22"200
169 km/h

PROTIP: Take advantage of the rearview mirror. Whenever an opponent gets too close, slam on the brakes to break his speed or cut him off.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3/3
namco

PROTIP: To get the best start, wait until the red line just touches the outside of the arrow at the number 1. Then floor it.

initial tracks offer three gameplay modes: Race (you against 12 cars), Time Trial (you against 2 cars), and Free Run (basically a practice mode with unlimited laps).

The only problem with the tracks—as in the original Ridge Racer—is the lack of variety in the environment. These building-and-palm-tree-lined tracks are challenging, but a change of venue would have been nice.

Supercars

Also tucked away in Ridge Revolution are three new supercars: the black 13th Racing, the 13th Racing Kid, and the real prize, the White Angel. To get to any of these cars, you must beat it in a Time Trial race—and only after you finish first on the first three tracks. This compels you to learn the tracks: One false move allows your competitors to zip ahead of you, and once that happens, it's almost impossible to catch up. But once you beat the special cars, they bring their superior speed and handling to your lineup.

Racer Tradition

Ridge Revolution certainly upholds the Ridge Racer tradition by doing exactly what it should: It surpasses the original. Ridge Racer and Tekken made Namco king of PlayStation racing and fighting; the sequels extend the company's reign. **G**

Note: This review is based on the Japanese version of Ridge Racer Revolution, with Namco's blessing. However, some of the cheats could change in the U.S. game.

TIME
46
POSITION
1/3
LAP TIME
0'06"900
3'31"595
1 DRIVE U 2 DANCING
146 km/h

PROTIP: To turn the rearview mirror off, press Start to pause the game. Then press and hold △ and tap L1. To reinstate it, press and hold △ and tap R1.

PROTIP: Super Deformed mode alters more than the cars' appearance. For example, you don't fly through the air when you take a small hill at high speeds.

TIME
99
namco
POSITION
2/3
LAP TIME
0'49"022
0'59"697
0'13"466
RECORD
TOTAL
222 km/h

RT BLUE MAPPY
GALAGA RT PRID'S
GALAGA RT CARROT
RT BOSCONIAN
RT NEBULASRAY
RT XEVIOUS RED
RT XEVIOUS GREEN

Namco's Museum Volume 1
(By Namco)

By Tommy Glide

$49.95
Available August
7 classic arcade titles

2 players
Multiple perspectives

Challenge: int Level
Replay? HI
KIDS TO ADULTS K-A AGES 6+

NAMCO'S MUSEUM volume 1

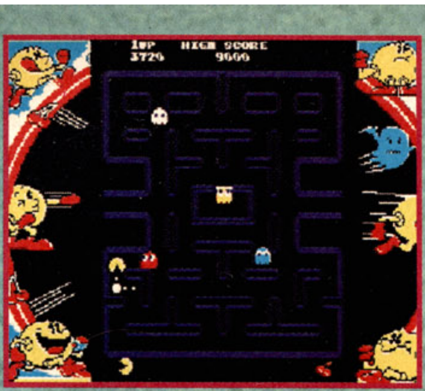
The old-school arcade games keep rolling in! If you've ever had Pac-Man fever, you may want to hang out in Namco's Museum.

Classy Classics

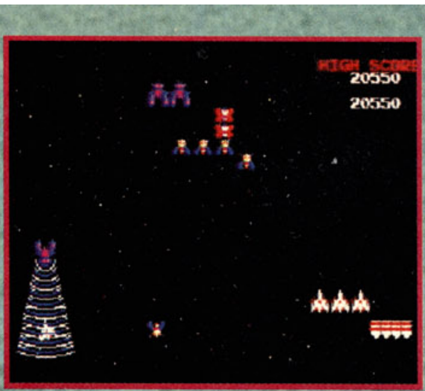
Most notable of these seven games are Pac-Man, Galaga, and Pole Position. Back in the pack are the space shooter Bosconian, maze-racers Rally-X and New Rally-X, and the throwaway ToyPop (the coin-op version was never available in the states). ToyPop is a kiddie Japanese maze-game with shooting elements, which is best enjoyed as a simultaneous two-player game.

Although you can walk through Namco's 3D museum, it isn't nearly as well put together or as informative as what you'll experience on the Williams Classics disc. There are no interviews, and unfortunately, most of the old marquees are in Japanese.

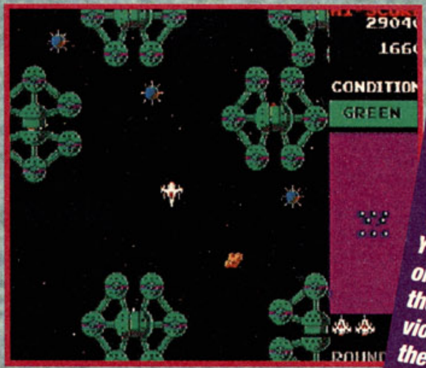
Classic fans will want this disc for Pac-Man and Galaga alone, but if you're not serious about the oldies, it passes as a rental down memory lane. G



PROTIP: In Pac-Man, if you've cleared most of the board, wait by a power pill for a few ghosts to show up, then munch 'em for big points.

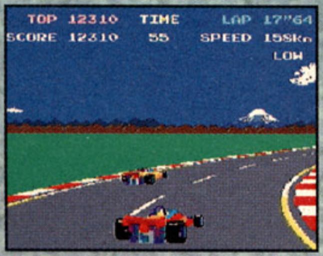


PROTIP: In Galaga, earn the double ship by letting the alien capture you. The alien must be blue (having taken one hit), and you must hit it with your second ship as soon as it descends.

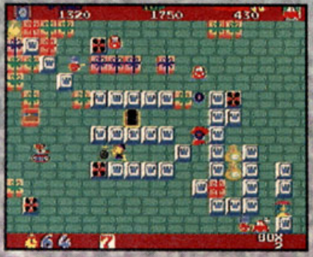


PROTIP: To quickly destroy the alien bases in Bosconian, send a missile up the middle corrridor into the core, Luke Skywalker-style.

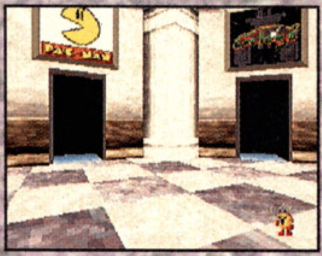
You can also adjust the original dip switches to set the options that were previously only accessible to the arcade operator!



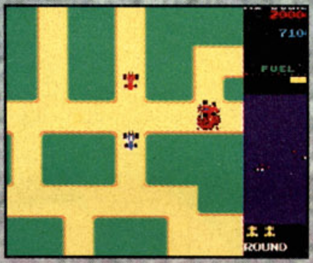
PROTIP: When cornering in Pole Position, shift into Low to maintain better control of the car, and brake only when absolutely necessary.



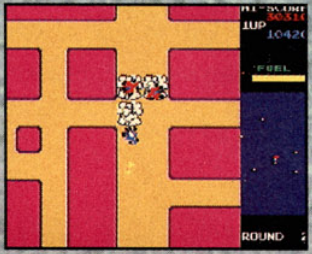
PROTIP: In ToyPop, shoot the giftwrapped boxes to get the weapons you need. Tires defeat cars, and bombs defeat tanks.



In the 3D museum, each game has its own wing where you can look at memorabilia and find tips.



PROTIP: When you're being chased in Rally-X, drive near the boulders, because often the computer enemies will crash.



PROTIP: In New Rally-X (and Rally-X), use your smoke screen sparingly, because it cuts into your fuel.

Graphics

4.0

The games remain the same. The visuals are arcade perfect right down to the same test patterns that appeared when you turned on the original machines.

Sound

3.5

You hear the same classic jingles and intro sounds for each game, the flat roar of Bosconian explosions, Pac-Man's dot-munching "waka-waka," but sadly missing is the voice saying, "Prepare to Qualify" in Pole Position.

Control

4.0

If you have a joystick kicking around, you'll want it for these classics. Otherwise, Rally-X and Pac-Man take a little getting used to if you're playing with a pad.

Fun Factor

4.5

This seven-pack offers a few high-quality classics. Learning to master these mid-'80s antiques is 80 percent of the fun. If you live for high scores, this is a disc for you.

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Video Games Warrior

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996

Fade to Black

(By Electronic Arts)

By Scary Larry

Price not available
Available now
Action/adventure
1 player
Multiple views

Challenge adj Level
Replay? MED
Kids to Adults K-A Ages 6+

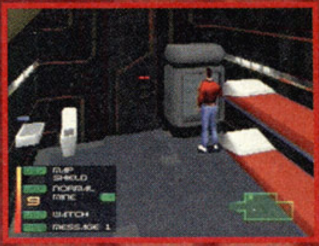
FADE TO BLACK

Flashback fans can rejoice: The Flashback sequel, Fade to Black, a direct port of the PC version, is breaking onto the PlayStation.

Featuring great Resident Evil–type graphics, this strategy/action game will keep you involved for hours. Unfortunately, half that time may be spent with the twitchy controls.

As the protagonist Conrad, you explore 13 levels in an attempt to escape from an alien prison. Shooting, fighting, jumping, and teleporting are your tickets to freedom.

The strategy can be fun, and it can also be frustrating. Pinpoint shooting and jumping requires patience and lots of smarts. The puzzles require more of the same. The game is tough and challenging, but it rewards you with cool cinematics. It's definitely worth buying. If you're a fan of Flashback, you can't let this one fade away.



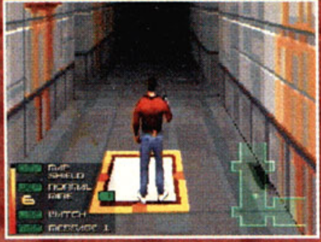
PROTIP: Check the locker in your room when you start.

Graphics 4.0

Blocky polygons and the main character's bland sprite are redeemed by realistic movement and eerie backgrounds and enemies. But all this is overshadowed by...

Control 2.0

...slow and unresponsive controls. When you turn to shoot or access control panels, the camera angles change, and you're often caught in an unexpected crossfire. Tricky maneuvering around danger zones increases the annoyance.



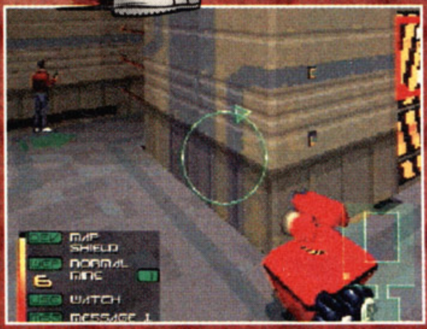
PROTIP: A droid lurks in the hall. When you leave your room, blast it, then step on the panel in the hallway. Run to the door at the opposite end of the hall before it closes.

Sound 4.0

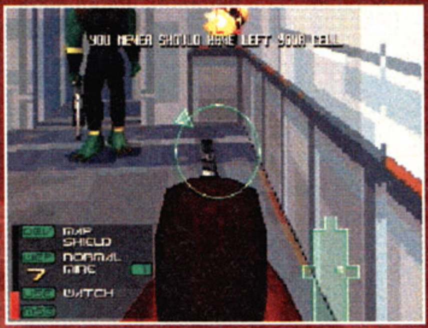
Lots of voice-over, effective zapping and laser crackling, fairly good explosions, and even a couple of wisecracks (à la Duke Nukem) help the game along.

Fun Factor 4.5

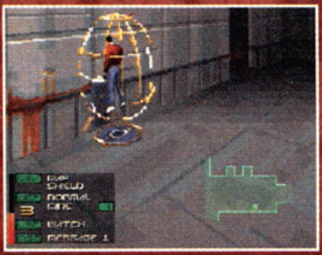
Once you get into the game, it's hard to stop playing. Although a full walk-through would reduce the fun, you'll definitely need a player's guide. Pick up a PC hint book—the strategy is the same.



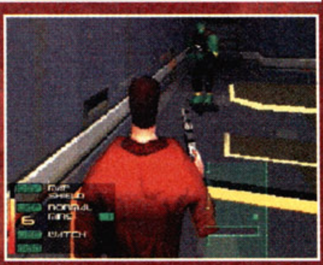
PROTIP: Step on the green panel and wait for the small tank to clear the hallway on the right. When it does, the laser beams in front of you disappear. Now it's safe to run forward.


YOU NEVER SHOULD HAVE LEFT YOUR CELL

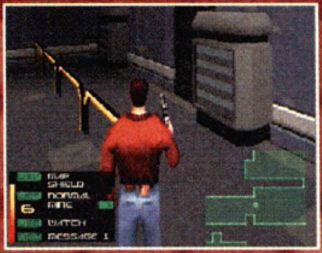
PROTIP: In this next hall, first take out the Morph, then shoot the camera off the wall. The wall-mounted gun returns to its position.



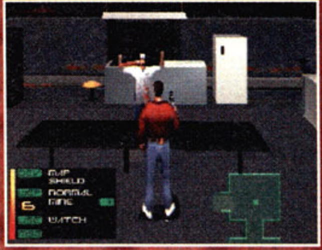
PROTIP: Take the elevator up, then recharge at the machine in the hallway. Go through the door with the knife and fork on it, shoot the Morph, and walk down the hall into the cafeteria.



PROTIP: Go left, then shoot the Morph in the dining area. Check the locker for an energy recharger. Now enter the room on the right.



PROTIP: Don't open the lockers! One triggers the wall gun in the last hallway.



PROTIP: Don't shoot the cook! If you do, you'll be blocked outside the room on the left.

VIDEO GAMES

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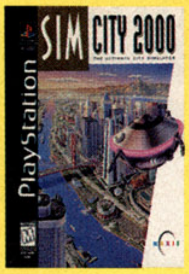

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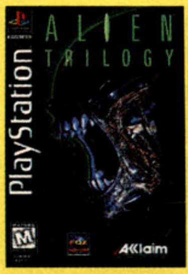

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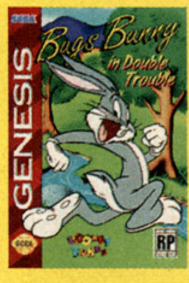

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GP9961V

WWF WrestleMania: The Arcade Game

(By Acclaim)

By Scary Larry

Replay? HI

Price not available

Available now

Fighting

2 players

Challenge adj Level

KIDS TO ADULTS K-A AGES 6+

Of all the Saturn's attempts to capitalize on the PlayStation's success (Destruction Derby, Wipeout), this is one translation that has stayed true to form. WWF Arcade is just as fast and fun as the PlayStation version—the disappointment is that although almost a year has passed since the PSX game's release, nothing in the Saturn port has changed significantly. The same eight fighters return, including Sean Michaels and Bret Hart, all with the same moves as before.

The sound and graphics also remain the same, with fast-moving sprites and lightning-quick moves. This is definitely one of the best next-gen fighting games ever, with cool multihit combos and spectacular special moves.

For Saturn owners who have been coveting their neighbors' PlayStation libraries, here's an almost flawless conversion of a PSX hit. Acclaim does right by both systems. G

Graphics

4.5

Although just as good as the PlayStation version in many respects, the Saturn graphics show some graininess around the edges. And there's tremendous slowdown in the two-player cooperative mode.

Fun Factor

4.5

WWF Arcade hasn't lost a thing on the Saturn (except the originality). It's still fun to play, and as a two-player game, it's the one of the platform's best fighters (after VF2 and MK3).

Sound

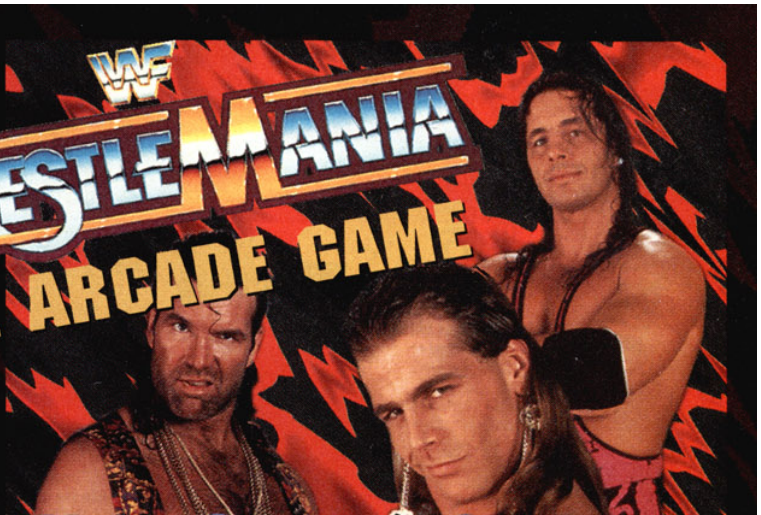
4.5

Same voices as the PSX version, but louder and clearer this time. The announcer still gets the hype going throughout the match, and the crowd's still vocal, but there's nothing new or exciting.

Control

4.5

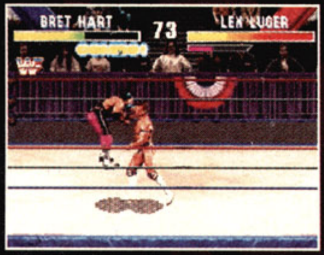
The moves are the same as in the PlayStation game (for more moves, see "The Fighter's Edge," October 1995), and even novices won't have any trouble pulling them off.


WWF
WrestleMania
THE ARCADE GAME

Non-Combo Combos

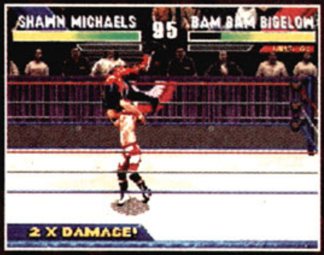
Every player has a multiple-hit, after-the-grab move that can seriously shrink an opponents's life bar. Here are a few:

Lex Luger


BRET HART
73
LEX LUGER

PROTIP: After the grab, hold →, tap Power Kick, Power Kick, Power Kick, Power Kick, Power Punch.

Shawn Michaels


SHAWN MICHAELS
95
BAM BAM BIGELOW
2 X DAMAGE!

PROTIP: After the grab, hold →, tap Power Kick, Power Kick, Power Kick, Power Kick, Power Punch.

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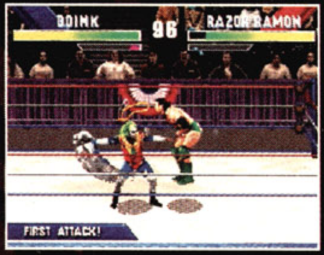
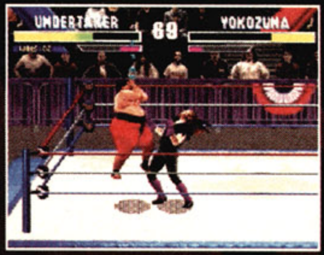

DOINK
96
RAZOR RAMON
FIRST ATTACK!

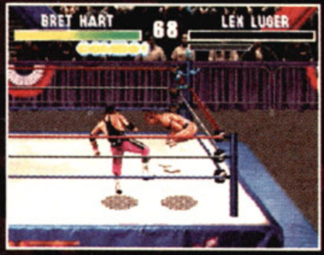
PROTIP: After the grab, hold →, tap Punch, Punch, Punch, Punch, hold ←, tap Power Punch.

The Undertaker


UNDERTAKER
69
YOKOZUNA

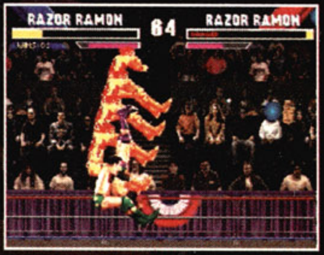
PROTIP: After the grab, hold →, tap Punch, Punch, Punch, Punch, Punch, hold ←, tap Power Punch.

Bret Hart


BRET HART
68
LEX LUGER

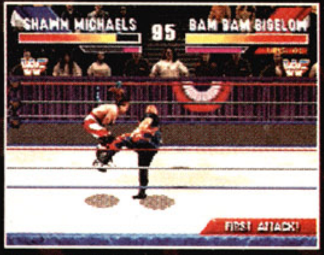
PROTIP: After the grab, hold →, Kick, Kick, Kick, Kick, Power Kick.

Razor Ramon


RAZOR RAMON
64
RAZOR RAMON

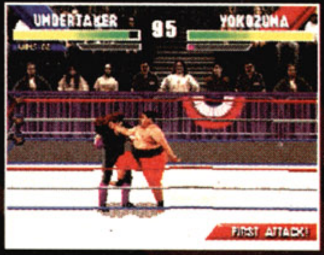
PROTIP: After the grab, hold ↓, tap Punch, Punch, Punch, Punch, Power Punch.

Bam Bam Bigelow


SHAWN MICHAELS
95
BAM BAM BIGELOW
FIRST ATTACK!

PROTIP: After the grab, hold →, tap Power Kick, Power Kick, Power Kick, Power Punch, ↓, ↓, Power Kick.

Yokozuna


UNDERTAKER
95
YOKOZUNA
FIRST ATTACK!

PROTIP: When in close, tap Punch, Punch, Punch, Punch.

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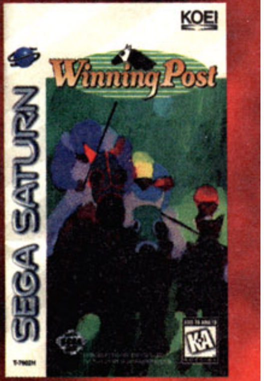

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GUNGRIFFON

Gun Griffon
(By Sega)
By Scary Larry

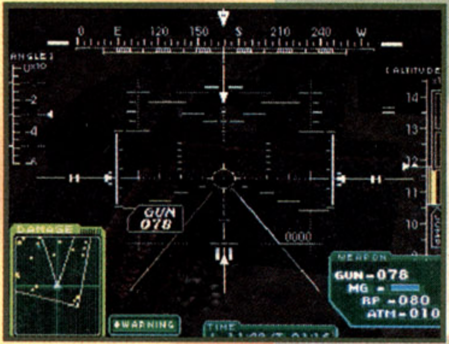
Price not available
Available now
Mech
1 player
KIDS TO ADULTS K-A AGES 6+
Challenge: adj Level
Replay? HI

Sega really knows how to make a sleeper hit. Although the company probably won't be putting a lot of marketing muscle behind Gun Griffon, it's one of the most entertaining Saturn games in its genre.

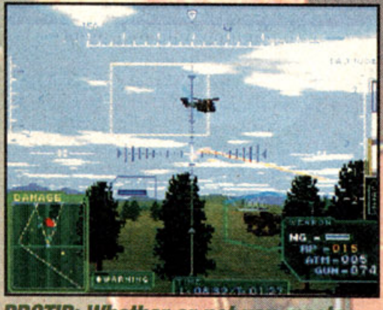
You pilot a mech through areas ranging from the harsh winter landscape of Novosibirsk to war-torn Kiev. In each area, you face a hellfire of artillery—land-roving tanks, other fearsome mechs, helicopters, even jets! In every level, you try to defend your troops, resupply your arsenal on the ground and in the air, and complete mission objectives such as blowing up a train.

Your mech comes with rocket-propelled grenades, machine guns, automatic-tracking missiles, a cannon, and more. But ammo doesn't come cheap—you gotta battle your way to the supply choppers before they're destroyed.

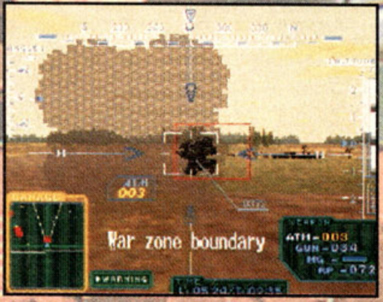
Gun Griffon is a fast-paced, arcade-style game. It makes Krazy Ivan and Ghen War look and feel like rusted heaps of scrap iron. G



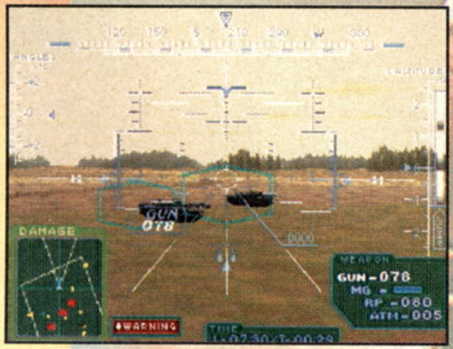
PROTIP: In Kiev, conserve your jump power so you can use it to cross whole neighborhoods in this area rather than wasting precious time walking around the useless rubble.



PROTIP: Whether or not you master the controls depends on your patience level. Start with a smaller area, like Kharkov or Ulan Bator, to get the controls down.



PROTIP: Fast-moving mechs are a problem. One tactic is to use the gun and aim slightly ahead of them. They'll walk into your line of fire.



PROTIP: In Kharkov, let your troops (marked by blue dots on the radar) do the work for you. They'll take out the first wave of enemies.

Control

4.0

Your mech can hover, which sets it apart from mechs in other games. Piloting through areas is easy, but staying out of the line of fire is harder. Also, turning your mech 180 degrees when enemies are behind you takes longer than it should.

Graphics

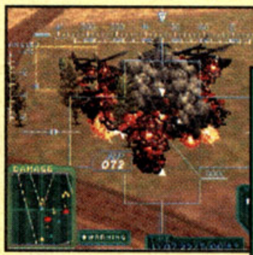
4.0

Clean, almost state-of-the-art graphics help the game out. What sets the game back is the lack of views. You're stuck in the cockpit with a screen full of technogrids for the whole game.

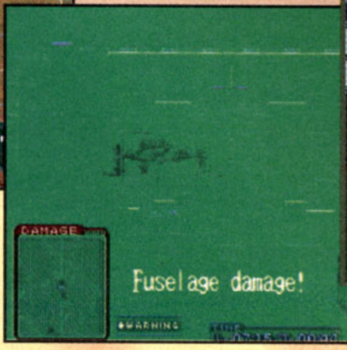
Fun Factor

4.5

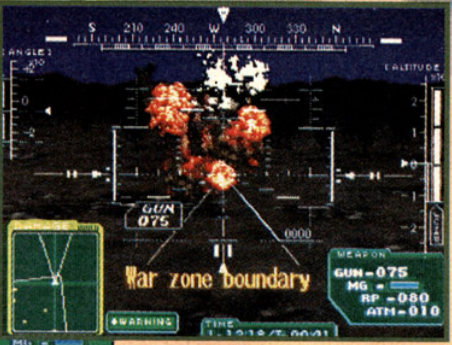
This is a fun game. Not much beats the thrill of catching air and downing a 'copter, or blowing an enemy mech into scrap. This is Agile Warrior with attitude.



PROTIP: If you're getting slammed on the ground, take a quick jump and use your rocket-propelled grenades to clear out the ground units.



PROTIP: Novosibirsk is the toughest area on the map. Use your night vision in the snow to see what you're shooting at.



PROTIP: The easiest and fastest way to clear out the slums of Kiev is to work along the perimeter.

Sound

4.5

The explosions are clear, and the gunfire is realistic. What more could you want sonically? Well, the incessant alarm that buzzes when enemies are near could have been less intrusive.

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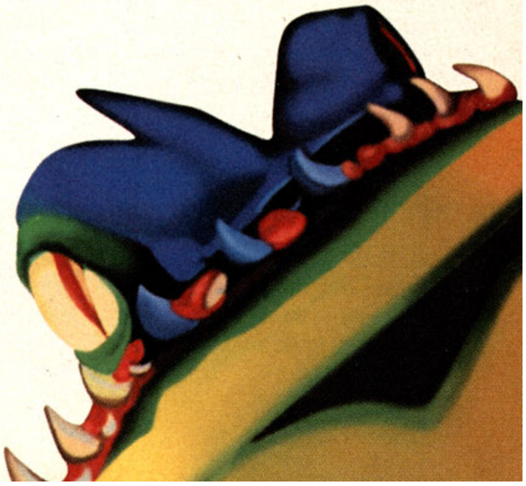

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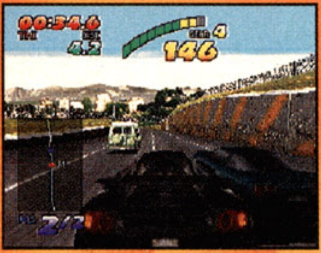


PROTIP: If you're neck-and-neck with an opponent, use bump-and-grind tactics (rear-ending or sliding in from the side) to crash them out.

The Need for Speed

(By Electronic Arts)

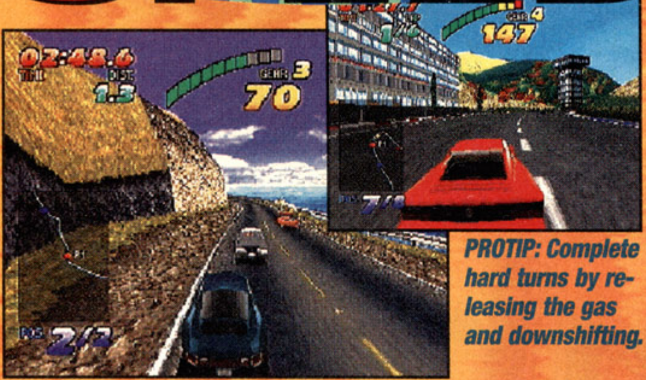
By Air Hendrix

$49.95
Available August
Racing
2 players
8 cars
6 tracks
4 views

Challenge int Level
KIDS TO ADULTS K-A AGES 6+
Replay? HI

If crankin' up a wicked sports car ranks at the top of your fantasy list, Need for Speed on the Saturn will deliver sheer satisfaction. Comparable with—and occasionally better than—the impressive PlayStation version, this smokin' racing game guns it with a sweet selection of to-die-for exotic cars and challenging courses. The gameplay demands both precision driving and cajones, and although mastery takes time to achieve, Need's ultimately more satisfying than Daytona or Sega Rally. G

The NEED for SPEED



PROTIP: Complete hard turns by releasing the gas and downshifting.

PROTIP: When the lanes are cluttered, slip onto the shoulder to pass obstacles without losing speed.

Fun Factor 4.5

Arcade racers may find the learning curve a bit steep, but the engaging gameplay offers serious depth. The Lamborghini, Ferrari, Viper, and Porsche don't hurt, either!

Control 5.0

This Need reaches the zenith of control in comparison with the other versions. The sensitive steering and shifting enable you to guide your car with slick precision.

Sound 4.5

Although the in-race tunes are little more than standard fare, the realistic sound effects take the trophy. Each car roars with its own unique rumbling engine and squealing tires.

Graphics 4.0

The clean visuals sparkle with beautiful backgrounds and respectably rendered cars. Cool full-motion video clips of each machine get you as close as a car freak could want.

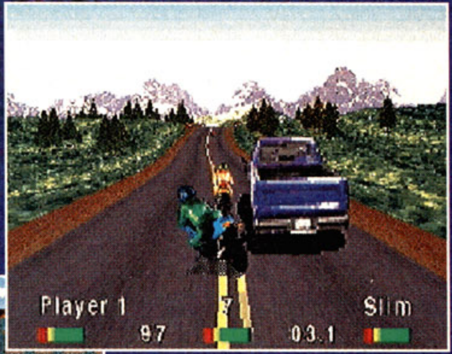
Road Rash

(By Electronic Arts)

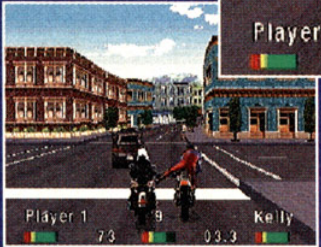
By Air Hendrix

KIDS TO ADULTS K-A AGES 6+
Replay? HI
Challenge int Level

$49.95
Available August
Motorcycle racing/combat
1 player
5 courses
5 levels
Behind-the-rider view



PROTIP: If you're about to collide with something, immediately release the gas and cut hard out of the way with the Shift buttons.



PROTIP: The quickest way to eliminate a pesky opponent is booting, pushing, or punching them into a collision.

Road Rash

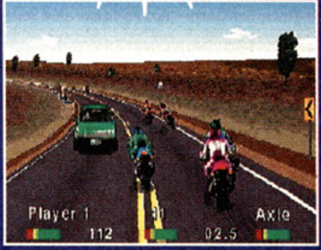
Fun Factor 4.0

As always, Road Rash's killer combo of bike racing and fisticuffs is a sheer delight. This version's feisty A.I. puts up a rowdier rumble than usual, which jacks up the adrenaline.

Control 3.5

The steering's excessively tight, and connecting with punches and other blows feels skittish. However, these minor flaws only mildly interfere with the game's otherwise smooth feel.

This latest edition of EA's 32-bit Road Rash skids onto the Saturn with the same thrash-happy motorcycle action that scored on the PlayStation and 3DO. Yes, if you've conquered the other 32-bit Rashes, this one'll be a yawner, and, yes, it would definitely be awesome to see EA dish out some fresh Rashin'. In the meantime, Saturn owners who have lived only the 16-bit experience will blast down these highways, fists flying, 'til their thumbs bleed. G



PROTIP: When you can't see over the crest of a hill or around a turn, sit tight on the yellow line until you can see down the road again.

Graphics 3.5

Next to the PlayStation version, these graphics come off grainier, and the frame rate chugs a bit. Still, the striking scenery and decent animations make for respectable visuals.

Sound 3.5

The grunge soundtrack starring Soundgarden is getting outdated, but it still rocks enough. During races, the effects seem duller than usual but serve their purpose.

Did Mom tell you it's never ok to play with your food? She's wrong.

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SUPER NINTENDO
ENTERTAINMENT SYSTEM
TITUS
KIDS TO ADULTS
K-A

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- * Fantastic Graphics, animation, and sound.
- * The biggest, baddest, *hungriest* end boss ever.

> "Prehistorik Man is a game that blows me away. I have but 3 words...go buy it!"
>
> -K. Lee, Gamefan Magazine

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SUPER NINTENDO
ENTERTAINMENT SYSTEM
TITUS
KIDS TO ADULTS
K-A

Can you handle the challenge?
- * Tons of hidden treasures and power-ups.
- * 17 action-packed levels to explore.
- * Stunning sights, sounds, and music.

•

> "Ardy Lightfoot out-foxes the competition!"
>
> -Nintendo Power Magazine

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Once upon a time, there were three little pigs...

Power Piggs OF THE DARK AGE
SUPER NINTENDO
ENTERTAINMENT SYSTEM
TITUS
KIDS TO ADULTS
K-A

...but these ain't just any piggs--They're superhero swine on a mission.
- * 6 hilarious, butt-slammin' adventures.
- * Extreme graphics and animation!
- * Battle against the most evil invention of all time.

> "A clever, fun,action romp."
>
> -Nintendo Power Magazine

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THE 16-BIT GAMER'S SURVIVAL GUIDE

The 16-bit systems are DOWN but not out!

By The Feature Creature

16-BIT HALL OF FAME

You Gotta Have These!

In June we asked you to name your favorite 16-bit shooters. The overwhelming choice:

Space MegaForce (SNES)

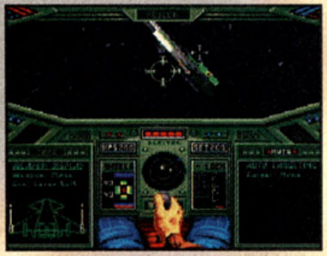
Here are your next four favorites:

Firepower 2000 (SNES)

Sagaia (Genesis)

Super Turrican (SNES)

Wing Commander (SNES)



Wing Commander for the SNES made it to the shooters' final five.

Now the Hall of Fame directors (that's us) are turning their attention to one of the best 16-bit genres of all: role-playing games. RPGs: You know 'em, you love 'em—from Zelda to Super Mario RPG, from Shining Force to Phantasy Star. But what's the very best 16-bit RPG of all time? Consider every SNES and Genesis RPG ever made, write down your choice for the one you can't live without, and mail your vote to the following address by October 1:

Hall of Fame: RPGs
GamePro Magazine
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us at `comments.gamepro@iftw.com`

We'll post a list of your votes in a future issue.

YOUR TWO BITS ABOUT 16-BIT

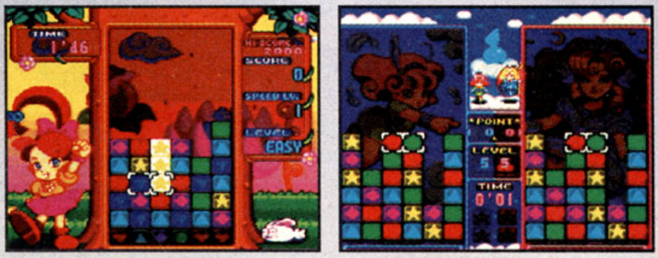
Why did Nintendo make the computer cheat so much in Ken Griffey Jr. Presents Major League Baseball for the SNES? I led the computer 24-0 and had a no-hitter going with two outs in the ninth and nobody on base, and the computer came back to score 36 runs! I'm mad at Nintendo!

Brandon Wiederspohn
Arlington, WA

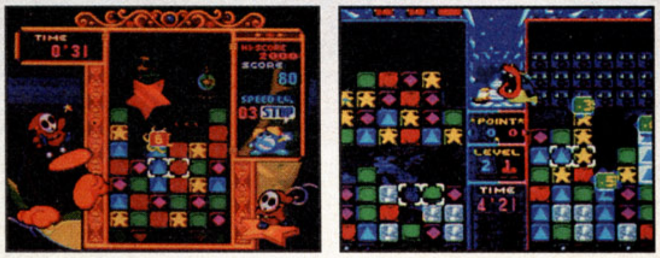
GAME WATCH

October should be a big month for 16-bit games, what with the SNES and Genesis versions of Ultimate Mortal Kombat 3 coming out. November's got Donkey Kong Country 3, NBA Hang Time, X-Women, and probably Vectorman 2 and Sonic Blast. So what does that leave for September? Tetris!

Even though we don't yet have the U.S. version of Tetris Attack, just being able to play the Japanese version is enough to convince us that this game's got "Hit" written all over it. You play five one-player games, two different two-player matches, or 60 levels in a puzzle mode. This isn't your father's Tetris: The blocks are all square, and they rise from the bottom. Match three with similar designs in a vertical or horizontal row to eliminate them from the screen. It's a novel approach sure to make Tetris-heads foam at the controller. We'll review the U.S. version in an upcoming issue.



The designs you match up are yellow stars, red hearts, green octagons, purple squares, blue triangles, and gray exclamation points.



The U.S. version of Tetris Attack replaces the cutesy girls and dragons in the backgrounds with characters from Yoshi's Island.

Meanwhile, here are all the 16-bit games due in September:

Incantation by Titus (SNES)

Tetris Attack by Nintendo (SNES)

Ms. Pac-Man by Williams Entertainment (SNES)

Power Rangers Zeo: Battle Racers by Bandai (SNES)

Williams Arcade's Greatest Hits by Williams Entertainment (SNES/Genesis)

"...ADDICTIVE..."

EGM | PSXtreme Magazine | Game Pro | Video Games Magazine

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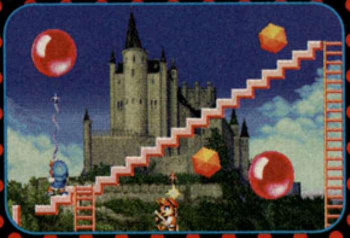
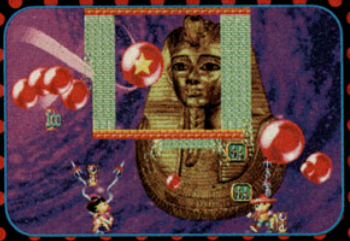
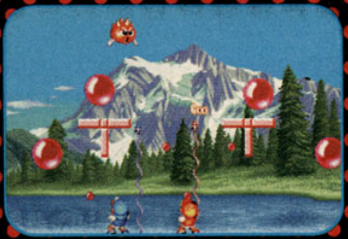


STUNNING HIGHLY-DETAILED GRAPHICS



300 LEVELS OF POWER UPS & PUZZLES



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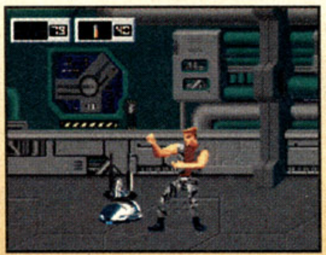
X-Perts

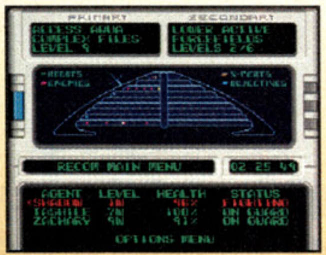
By Greasy Gus **Genesis**

Talk about X-tremely poor! You don't have to be an expert to put down X-Perts, but here it goes.

In X-Perts, you assume the roles of three top agents (including Eternal Champions' Shadow) who run around in an underwater complex. You're trying to stop invading spies by flipping a bunch of useless switches. Oh, and you beat up enemies with hardly an AI to them. However, you need every break you can get from your moronic opponents, because your control is weaker, stickier, stodgier, and clunkier than that in some first-generation 16-bit games.



PROTIP: To fight these little robots, sneak beside them. When they try to switch their guns around, footsweep them repeatedly.



PROTIP: When the computer controls your characters, don't let it fight for you in later levels. You'll take more damage than if you fight the enemies yourself.

Graphically, your characters are big, but their animations are shabby. All the levels have very similar backgrounds, and completing each repetitive mission is a visual bore. The sounds, especially the music, are sparse, and you've heard more original fighting effects in the first Streets of Rage.

Ultimately, this overhyped game does nothing to help the Genesis cause. **G**

X-Perts by Sega

Graphics	Sound	Control	Fun Factor	Challenge
2.0	2.5	1.5	1.5	BEG Beginner

$59	1 player
16 megs	Passwords
Available now	Replay value: Low
Adventure	ESRB rating: Teen

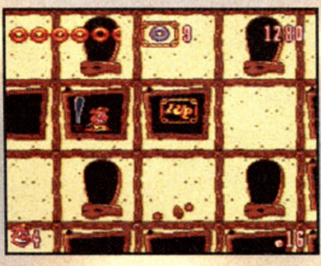
Power Piggs of the Dark Age

By Doctor Devon **Super NES**

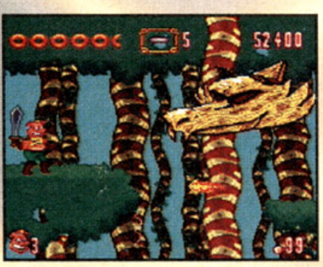
A doughnut-loving pig is the star of Power Piggs of the Dark Age. Younger gamers will have a pretty good time with this hammy hero.

Your pig does some mean platform jumping, sword slashing, and doughnut tossing through a variety of medieval settings. The controls are fine—simple and effective—and there's a nifty float move when you leap over a blowhole.

The graphics are cute and cartoony, at least as good as what you see on Saturday mornings. It's the sounds, however, that steal the show. All kinds of grunts and oinks add humor, and fast-paced music propels the action.



PROTIP: In Beautiful Downtown Pigg, jump around inside the buildings to find hidden staircases which lead to goodies.



PROTIP: At the end of the West Blowhole Forest, use the blowholes to float above the dragon so that you can strike from a safe distance.

Power Piggs of the Dark Age by Titus

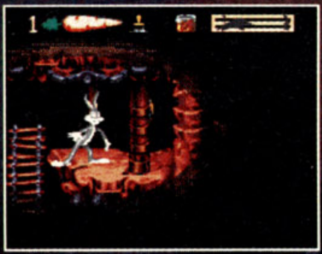
Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.5	3.5	3.0	BEG Beginner

Price not available	9 levels
8 megs	Passwords
Available now	Replay value: Medium
Action/adventure	ESRB rating: Kids to Adults
2 players	

OK, so it's not as sophisticated as Earthworm Jim. This game isn't trying to be. The Power Piggs are saviors for kids looking for a decent new SNES game. Play it, and remember how good this would've seemed back in 1993. **G**

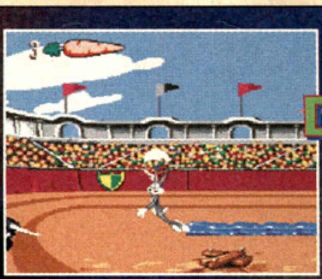
Bugs Bunny: Double Trouble

By Tommy Glide **Genesis**



PROTIP: In the hole to the far right, don't miss this switch hidden behind the post!

What's up, Doc? Not much, if you're playing Bugs Bunny: Double Trouble. Though Bugs gives you eight adventures, the shoddy level designs and sluggish controls bring down the Fudd, er, Fun Factor.



PROTIP: When playing as Bugs in the Bullfighting arena, steer him away from the hole to draw the bull away, then quickly steer back. You'll deposit the dynamite without being hit by the bull.

As the wascally wabbit, you must duck, dodge, throw, run, and jump through levels where you're chased by costars like Daffy, Marvin the Martian, and Yosemite Sam. Graphically, the game is solid. Bugs and friends are well animated and complemented by bright and varied backgrounds. The sounds are good, but the music is grating, and you don't get one single voice effect.

Controlwise, Bugs is aptly named. Navigating some areas becomes frustrating, and the quick timer and poor scrolling make you the victim of many cheap attacks. Fans of Warner Bros. cartoons with some extra bucks might give Bugs a rent; otherwise, this silly rabbit's tricks aren't for discerning gamers. **G**

Bugs Bunny: Double Trouble
By Sega

Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.0	2.5	3.0	ADJ Adjustable

$49	8 levels
16 megs	3 continues
Available now	Replay value: Medium
Adventure	ESRB rating: Kids to Adults
1 player	

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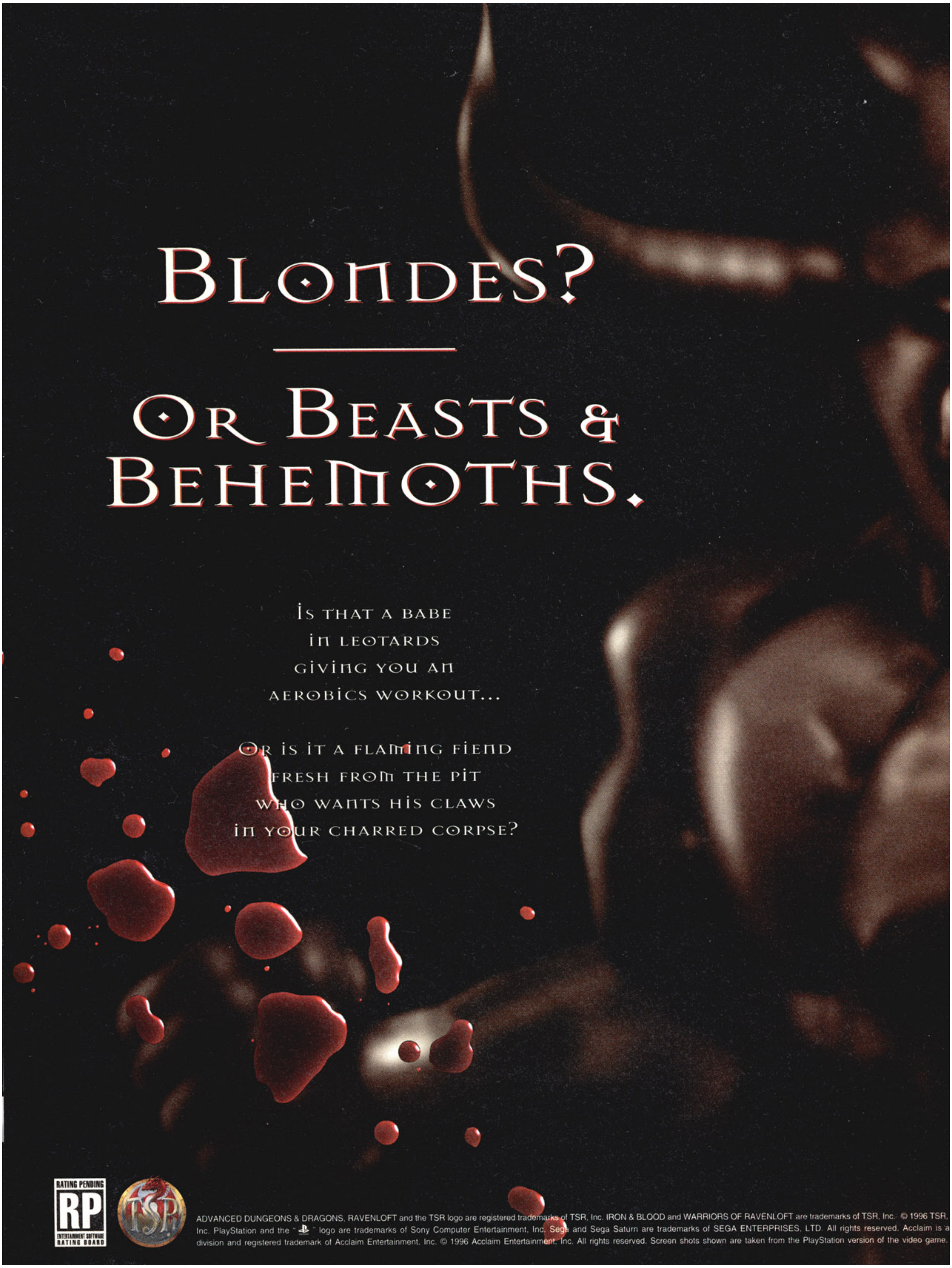

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OR BEASTS & BEHEMOTHS.

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IN LEOTARDS
GIVING YOU AN
AEROBICS WORKOUT...

OR IS IT A FLAMING FIEND
FRESH FROM THE PIT
WHO WANTS HIS CLAWS
IN YOUR CHARRED CORPSE?

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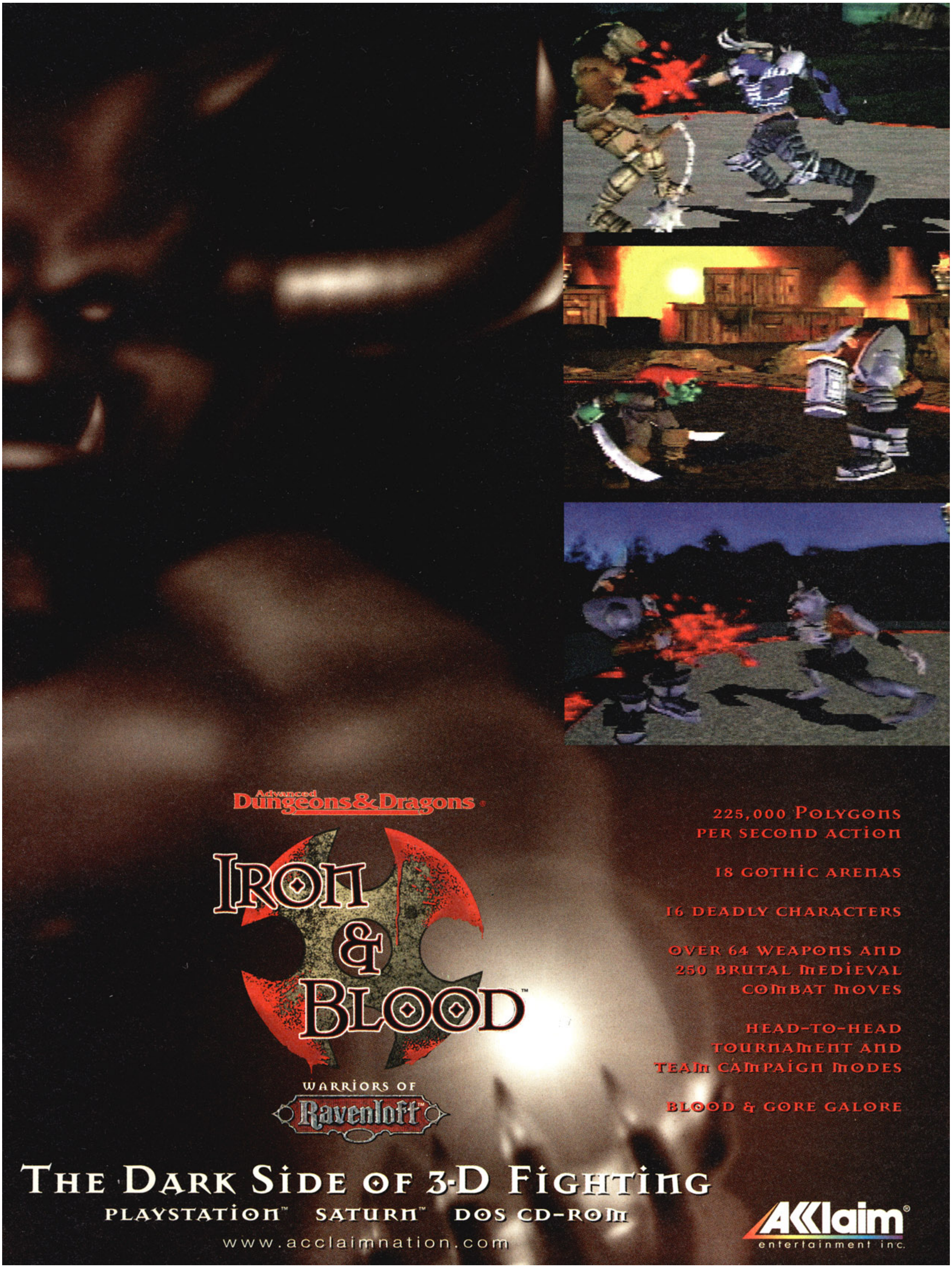

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SPORTS PAGES

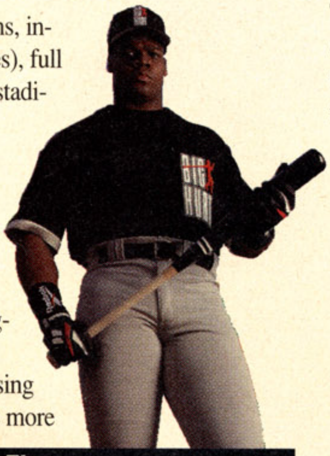
Big Hurt Makes Big Dent on Saturn

Saturn

Frank Thomas "Big Hurt" Baseball

By Scary "Bigger Hurt" Larry

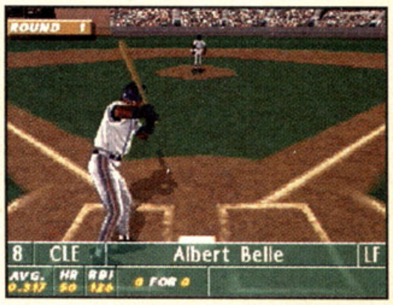
Frank Thomas, a premier force in the world of baseball, now has a next-gen game with his nickname: Big Hurt. The surprising thing about this game is that it doesn't suck…unlike the abysmal 16-bit versions.



Gettin' to First Base

The game kicks off with plenty of options, including '95 stats (tracked in 27 categories), full MLBPA licensing, and a wide range of stadiums to choose from.

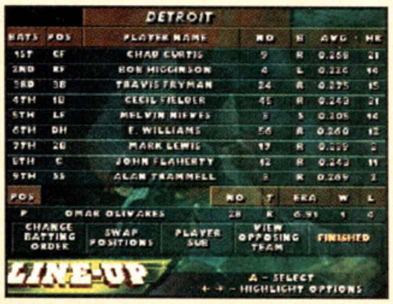
Acclaim has always said that realism is not its first priority for this game (although the company did use its exclusive motion-capture technology to digitize Frank Thomas and the other players). What BHB achieves is the plug-and-play feeling of baseball, where stats run second to fun. The tradeoffs are missing nuances that would have made the game more complete. For example, pitching a no-hitter doesn't mean a thing in BHB. There's no celebration, and no newspaper headlines (unlike in Triple Play '97).


ROUND 1
8 CLE
Albert Belle
LF
AVG. 0.317
HR 50
RBI 126
0 FOR 0

A tip for the Homerun Derby: Take the Man, Albert Belle.

The Grass Is Greener

The graphics, while good overall, are a slightly mixed (rosin) bag. The players and the field are crisp and clean, but a player that strikes out pixelates horribly as he runs off the field. Another problem is the bat/ball contact. You have to swing ahead of the baseball (and I mean way ahead) in order to hit it. And unlike in Triple Play, you can't change the batter's stance or the type of hit (contact or power).


DETROIT
LINE-UP

BATS	POS	PLAYER NAME	NO	B	AVG	HR
1ST	CF	CHAD CURTIS	9	R	0.268	21
2ND	RF	BOB HIGGINSON	4	L	0.224	14
3RD	3B	TRAVIS FRYMAN	24	R	0.275	15
4TH	1B	CECIL FIELDER	45	R	0.243	31
5TH	LF	MELVIN NIEVES	3	S	0.205	14
6TH	DH	E. WILLIAMS	56	R	0.260	12
7TH	2B	MARK LEWIS	17	R	0.339	3
8TH	C	JOHN FLAHERTY	12	R	0.243	11
9TH	SS	ALAN TRAMMELL	3	R	0.269	2

POS		NO	T	ERA	W	L
P	OMAR OLIVARES	28	R	6.91	1	4

CHANGE BATTING ORDER
SWAP POSITIONS
PLAYER SUB
VIEW OPPOSING TEAM
FINISHED
A – SELECT
← → – HIGHLIGHT OPTIONS

PROTIP: Stay away from the Detroit Tigers.

The sounds actually improve the game's Fun Factor. A crystal-clear announcer, who's on time and current, never interferes with the game's flow. Other sounds, like the crowd, the ball cracking the bat, and the catches, are all there.

Like the graphics, the control is solid but it has its quirks. Stealing bases is hard (there's no lead), and throwing out a stealing runner requires two separate button presses. This gives you the feeling that Big Hurt was rushed through production for a quick sale.

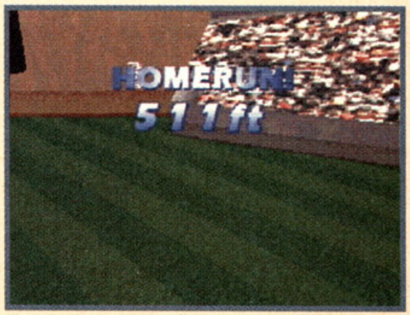
Frank Thomas "Big Hurt" Baseball by Acclaim

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	4.0	4.0	ADJ Adjustable

$59.95 Available now Baseball 2 players	Multiple views Replay value: High ESRB rating: Kids to Adults

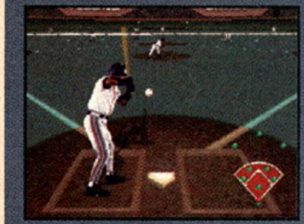
No Balls…No Strikes

As far as Saturn baseball games go (and they don't go far), Big Hurt is an enjoyable game with an arcade feel. It's just the kind of game to throw in the Saturn during a rain delay. ■


HOMERUN
511 ft

A 500-foot home run? No problem.

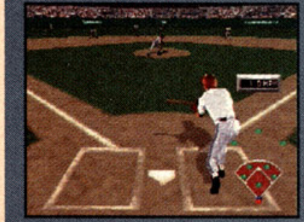
Big Hurt ProTips



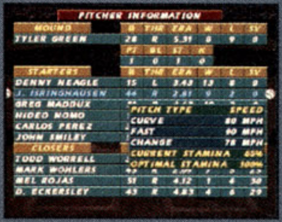
PROTIP: Don't throw the ball inside expecting it to curve outside. It will cross the plate for a sure hit. Aim just outside, and continue to curve the ball away as it approaches the plate.

GAME DAY
AMER. ALL-STARS
VS
NATL. ALL-STARS
SAN FRANCISCO

PROTIP: To give yourself an edge and to familiarize yourself with the controls play your first game as the All-Star team..



PROTIP: Never overlook the strategy of bunting to advance the runners. In BHB, bunts can score runs in tight games.


PITCHER INFORMATION
MOUND
TYLER GREEN
STARTERS
DENNY NEAGLE
J. ISRINGHAUSEN
GREG MADDUX
HIDEO NOMO
CARLOS PEREZ
JOHN SMILEY
CLOSERS
TODD WORRELL
MARK WOHLERS
MEL ROJAS
D. ECKERSLEY
PITCH TYPE
SPEED
CURVE
80 MPH
FAST
90 MPH
CHANGE
78 MPH
CURRENT STAMINA
65%
OPTIMAL STAMINA
100%

PROTIP: Check your pitcher's stamina often. Some hurlers tire faster than others.

NBA Action: First Pick in the Draft

NBA Action

By Johnny Ballgame

Saturn

NBA Action is the most surprisingly superb basketball game to enter the 32-bit arena. Its lively, furious five-on-five fun delivers tomahawk thunder throw-downs all over your screen, and though it looks worse than Frank Brickowski's jumper, its outstanding controls and fantastic features definitely make it a world champion.

Payton's Place

Authentic teams and more than 400 NBA superstars give you that real pro experience. Features include Exhibition, Season, Playoff, and All-Star games, along with a create-a-player option that allows you to compensate for obvious omissions like Jordan and Shaq. You can trade players, track stats, and build your own team with superstars from around the league.

Sega slams home the craziest, wildest NBA gameplay to date. Shake-em, bake-em juke moves like the spin and crossover dribble, along with leaners, reverse lay-ups, and fade-away jumpers, will have b-ball freaks convulsing with excitement.

In Action you can call for a screen or set picks away from the ball, and this is the first game that enables you to throw alley-oops at any time. Offensive set plays can be changed to a one- or two-guard front, and there's even a shot chart to help determine the best places on the court to shoot from.

Golden State Graphics

The graphics can best be compared to the Warriors: tons of potential but ultimately just average. Player animations look fairly smooth, and all the creative courts, like Charlotte and Atlanta, are included. The sprites are large, and the animations include good details like the ball being dribbled between players' legs. The players themselves look odd, however—they always dribble right-handed and are sometimes almost indistinguishable.

Yes, Marv Albert announces the game with his trademark minimalist approach, which works well in combination with the natural sounds of bouncing balls, fan noise, and sneaker squeaks. The crowd should be more involved, though, especially in close games.

Starks Reality

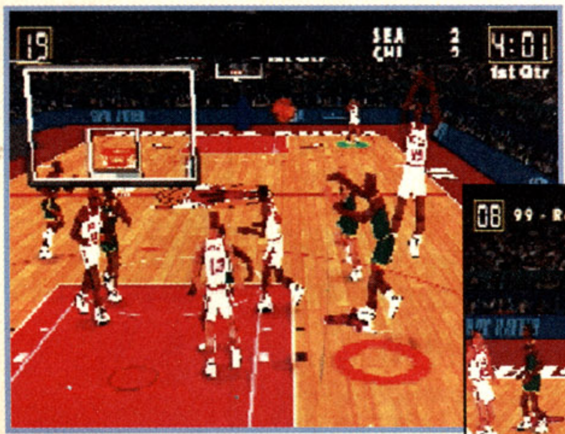
NBA Action proves that looks don't make a game great—gameplay does. Action is hardwood heaven and a must-have for Sega sports fans drooling to dribble. ■

NBA Action by Sega Sports

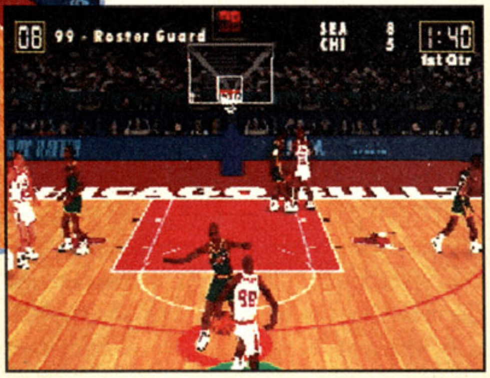
Graphics	Sound	Control	Fun Factor	Challenge
				ADJ
3.5	4.0	5.0	4.5	Adjustable

$57.99
Available now
Basketball
2 players

Multiple views
Replay value: High
ESRB rating: Kids to Adults

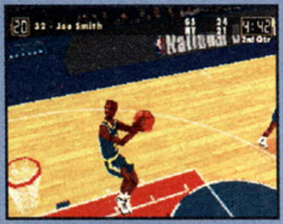


PROTIP: Drive the baseline with a quick guard and lean in to shoot the ball past defenders.

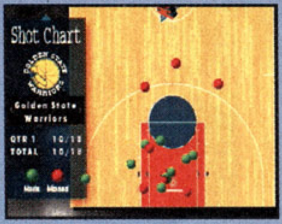


PROTIP: Use the crossover at the top of the key to beat your man off the dribble.

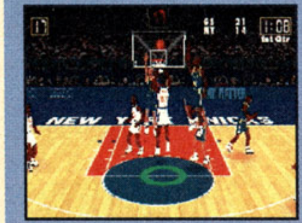
NBA Action Tips



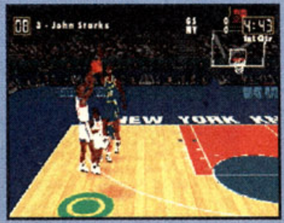
PROTIP: When you see a player open under the basket, throw an alley-oop for an easy two.



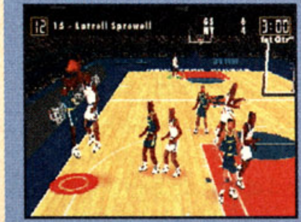
PROTIP: Use the shot chart to identify your player's strengths and weaknesses.



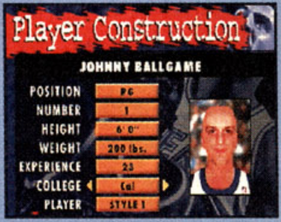
PROTIP: If you don't have a legitimate center to defend against dominant post players like Ewing, double-team from the weak side to block his shot.



PROTIP: Call for offensive picks, and the defenders will be too late to block your shots.



Spree for three!



Player Construction

JOHNNY BALLGAME

POSITION PG
NUMBER 1
HEIGHT 6' 0"
WEIGHT 200 lbs.
EXPERIENCE 23
COLLEGE Cal
PLAYER STYLE 1

PROTIP: Use the create-a-player feature to strengthen your team's weakest positions.

Power Soccer Qualifies But Can't Steal Cup

PlayStation

Adidas Power Soccer

By Tommy Glide

Adidas Power Soccer kicks its ball into the nearly full bag of PlayStation soccer sims. A strong contender, it doesn't upset VR Soccer, the current greatest.

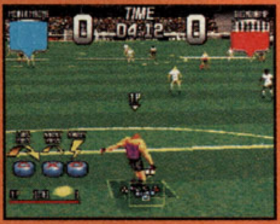
Power Kick Off

Prepare to take the field with up to three other players and any of 77 city teams from France, Germany, and England. The user interface is tricky at first, but you can compete in a friendly match, a tournament, or go the long haul for the season. Everything's adjustable, from the harshness of the referee to the condition of the field.

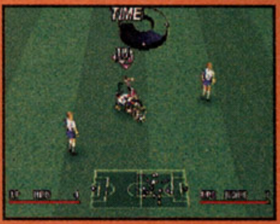
While Power Soccer plays more like a sim in both the Arcade and Sim modes, the Arcade mode adds flashy graphics and lets you get away with more fouls. Although the game moves fairly quickly, penalties often break up the pace.

The controls and player switching are somewhat jerky, but you can overcome this if you can get used to the unconventional style of control and passing. Different button combinations you'll discover reveal cheap moves like shoving and fancy footwork like rainbow and bicycle kicks.

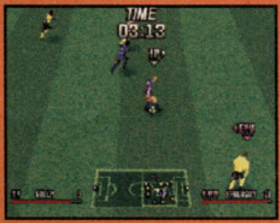
Power Soccer Tips



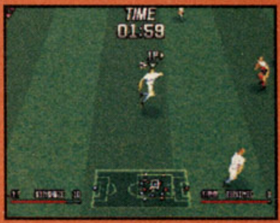
PROTIP: When your goalie has possession, send the ball long. Line up your 1P player with a man mid-field who you want to kick to, then press ○.



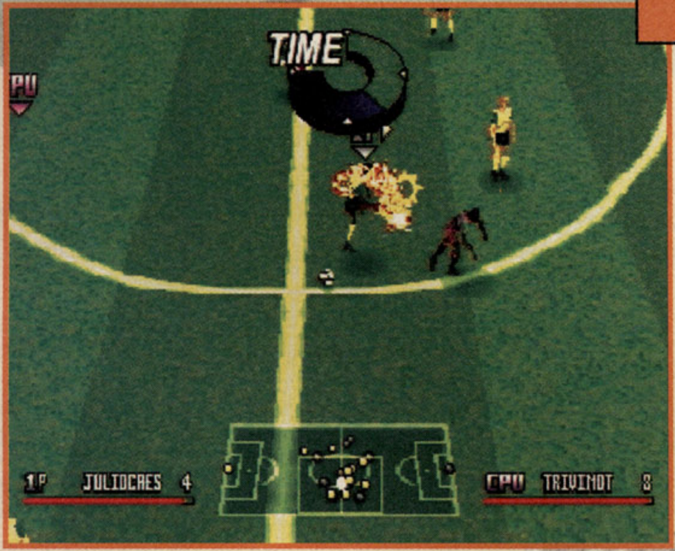
PROTIP: Slide-tackle the ball, not the man. Slide from the front by pressing ×—anything from behind will usually earn your opponent a free kick.



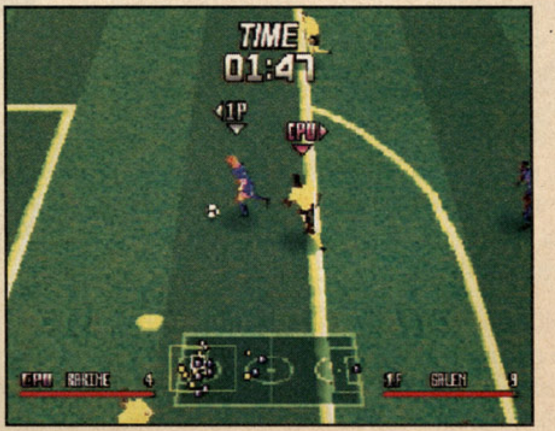
PROTIP: Simultaneously press □ and × for a back-heel pass.



PROTIP: When in possession, simultaneously press △ and ○ for a rainbow kick.



PROTIP: When on defense in the Arcade mode, you can give your opponent a mean karate kick by simultaneously pressing □ and ×.



PROTIP: Make short, quick passes to move into scoring position. Keep ball control by passing backwards and forward to set up shots.

Power Graphics

Graphically, the polygonal players and 3D stadium are well constructed. Every animation is motion captured right down to a celebratory cartwheel after a goal or a limping player on a slide tackle. But these animations aren't seamless; for instance, you may see a running player suddenly slide tackling without an accompanying transition animation.

With standard crowd noise and decent menu music, the sounds rank a little better than average. The onfield effects are pretty good, and you can hear the ball ripple against the back of the net on a goal. The announcer is the typical English guy who delivers a few good lines, but you'll hear the same ones too frequently.

Power Performance

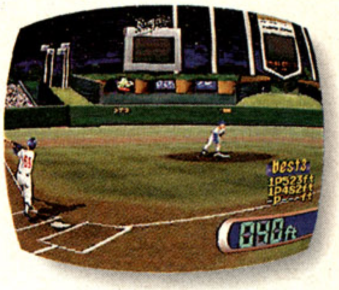
Power Soccer looks good, sounds good, and plays decently enough once you get the hang of it. The ugliest side of this game is the shameless Adidas half-time promotional video, but you can skip over it. In the quest for the best, Power Soccer challenges VR Soccer (offering four players to VR's two), and for some, it'll be a matter of preference. Overall, Power Soccer fields a winning, if not championship, team. ■

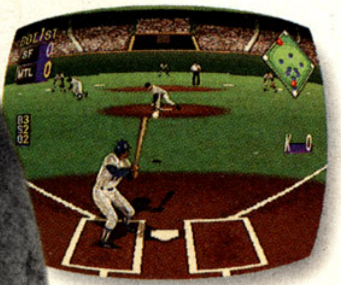
Adidas Power Soccer by Psygnosis

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	4.0	4.0	ADJ Adjustable

$59.99	77 teams
Available now	Multiple views
Soccer	Replay value: High
4 players (using adapter)	ESRB rating: Kids to Adults

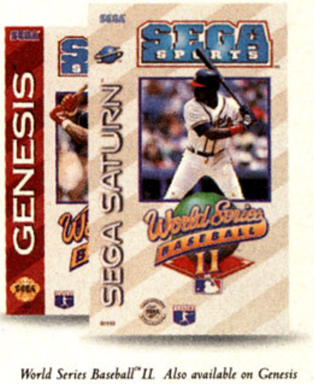
COORS FIELD.® THE WIND IS BLOWING OUT TO LEFT, AND YOUR BUDDY'S HANGING CURVE LOOKS ABOUT THIS BIG.





Grapefruit. Just hanging there for you to swat like a big round piñata. You might not get this chance again. After all, it's Coors Field,® where the air is your friend. And who knows, your next game will probably be at Tiger Stadium,® where the outfield is so deep you have to change area codes to call back to the bullpen. In fact, World Series Baseball™ II has all 28 Major League™ ballparks, replicated in 3-D detail so accurate you can practically see the peanut shells in general admission. Not to mention all the teams, players, rosters, stats, ratings – heck, even their photos as they're announced at the plate. It's all here. Along with five different ballpark perspectives, off-the-bat camera angles, CD stereo sound. You know, icing on the cake stuff that makes World Series Baseball™ II so real, you expect to see commercials between innings. But you won't. Thank goodness.

For more info, visit Sega's web site at http://www.sega.com or on Compuserve at GO SEGA.



World Series Baseball™ II. Also available on Genesis as World Series Baseball™ '96.

SEGA SPORTS™

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MAJOR LEAGUE BASEBALL PLAYERS

KIDS TO ADULTS K-A AGES 6+

OFFICIAL SEGA SEAL OF QUALITY

SEGA SATURN

PlayStation

Frank Thomas "Big Hurt" Baseball

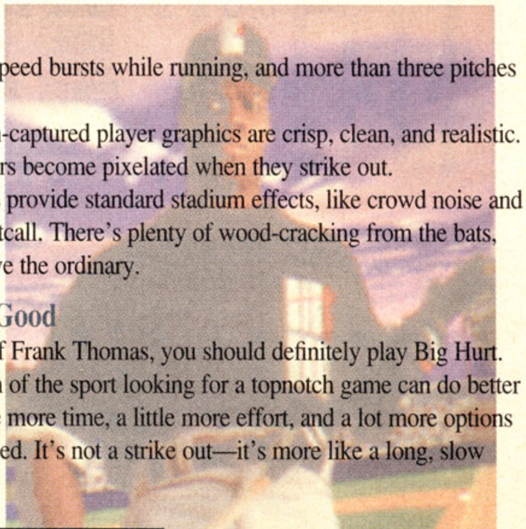
By Scary "Bigger Hurt" Larry

This Acclaim title had a lot going for it until we saw Triple Play '97. But now that the PlayStation baseball stadium is so crowded, this one has a few strikes against it....

Big Ain't Better

This game wasn't bad on the Saturn (see "Sports Pages"), but that's because the competition on the Saturn is limited to one other game, World Series Baseball. While this one's definitely better than the lame 16-bit versions of last year, Big Hurt on the PlayStation's a foul tip.

The gameplay is standard base-rounding fun, replete with a pick of teams, a swollen roster of stats, and the backing of a full MLBPA license. The game, however, lacks some key controls, like changing the batter's stance, speed bursts while running, and more than three pitches per pitcher.



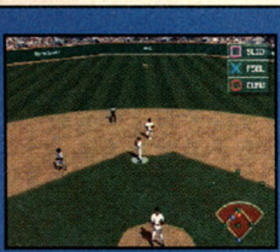
The motion-captured player graphics are crisp, clean, and realistic. Oddly, the players become pixelated when they strike out.

The sounds provide standard stadium effects, like crowd noise and an occasional catcall. There's plenty of wood-cracking from the bats, but nothing above the ordinary.

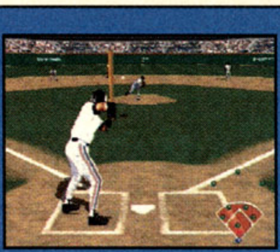
Hurts So-So Good

If you're a fan of Frank Thomas, you should definitely play Big Hurt. But a serious fan of the sport looking for a topnotch game can do better than this. A little more time, a little more effort, and a lot more options would have helped. It's not a strike out—it's more like a long, slow pop fly. ■

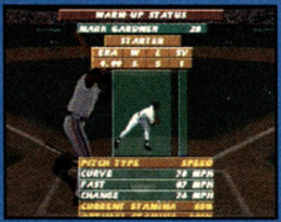
"Big Hurt" Tips



PROTIP: Always try to advance the runners by stealing when you're down to your last out in an inning.



PROTIP: You must keep in front of the ball when batting. Try swinging as soon as the pitcher releases the ball.



PROTIP: Watch your pitcher's stamina and yank him as soon as there's trouble.

Frank Thomas "Big Hurt" Baseball
By Acclaim

Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.0	3.0	3.0	INT Intermediate

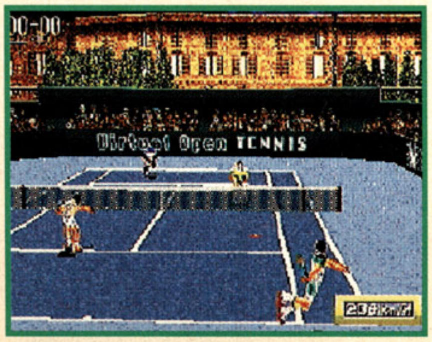
$59.95
Available now
Baseball
2 players
Replay value: Medium
ESRB rating: Kids to Adults

Saturn

Virtual Open Tennis

By Air Hendrix

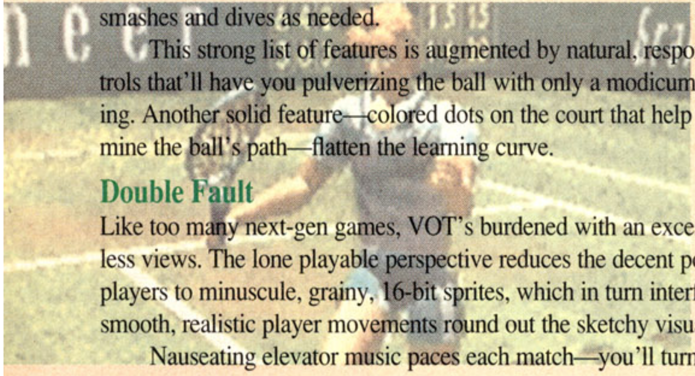
Tennis cranks its opening serve on the Saturn with Virtual Open Tennis, a flawed but eventually addicting game. Underneath the weak graphics and sounds, tennis fans will discover fast-paced, challenging, arcade-style gameplay.



PROTIP: When you're in a tight spot, lob the ball so you have time to regain your position.

Overhead Smash

VOT offers singles or doubles action in Exhibition or Tournament modes on clay, grass, and hard courts with ten fantasy players. Each racquet comes equipped with three swings, three serves, and three lobs, and your player automatically smashes and dives as needed.



This strong list of features is augmented by natural, responsive controls that'll have you pulverizing the ball with only a modicum of training. Another solid feature—colored dots on the court that help you determine the ball's path—flatten the learning curve.

Double Fault

Like too many next-gen games, VOT's burdened with an excess of useless views. The lone playable perspective reduces the decent polygonal players to minuscule, grainy, 16-bit sprites, which in turn interferes with returning the ball. Bland courts and smooth, realistic player movements round out the sketchy visuals.

Nauseating elevator music paces each match—you'll turn it off with all due haste. Fortunately, the decent racquet and court sounds have an authentic flair.

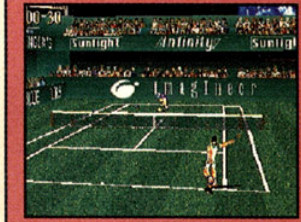
Since VOT's the sole recourse for Saturn tennis fans, it's a "love it or leave it" situation. Despite significant problems, practice and patience will unearth enough engaging gameplay to draw you in. ■

Virtual Open Tennis by Acclaim

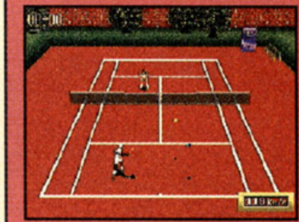
Graphics	Sound	Control	Fun Factor	Challenge
2.5	3.0	4.0	3.5	INT Intermediate

$49.99
Available now
Tennis
4 players (using adapter)
8 views
Replay value: High
ESRB rating: Kids to Adults

Virtual Open Tips



PROTIP: Aim your shots so that they land opposite from where your opponent is running, which forces them to change direction.



PROTIP: If your opponent's scrambling, rush the net and go for a smash.

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This fall, Tecmo will be releasing ***TECMO SUPER BOWL*** for the Sony PlayStation™ system.

Because of the unusually high demand for Tecmo Super Bowl III last year, Tecmo would like to assist you in obtaining a copy of ***TECMO SUPER BOWL*** from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl III, Tecmo is making a special priority shipment program available to retailers and distributors, who choose to participate, from ***AUGUST 1, 1996 TO SEPTEMBER 1, 1996***.

Tecmo encourages you to go to your favorite participating retailer and reserve a copy of ***TECMO SUPER BOWL*** by placing a non-refundable deposit between ***AUGUST 1, 1996 AND SEPTEMBER 1, 1996***.

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PlayStation
TECMO

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- Instant replay
- Tournament mode
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- Each player has 20 different variable characteristics

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cut here

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Amount of Deposit $ __________

Store Stamp or Receipt

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Reserve me____copy(s) for the Sony PlayStation™

TECMO SUPER BOWL should be available in September of 1996.
Watch this magazine for late breaking updates regarding game features and when Tecmo Super Bowl will be in stores near you.

J.KELLY
R.MARYLAND
3:15

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PlayStation™ Exclusive!

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K. NORTON
E. SMITH
2:37

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Olympic Summer Games

By Johnny Ballgame

PlayStation

Olympic Summer Games stumbles across the finish line as though it were nudged by Zola Budd, ending up miles behind the gold-medal winning International Track & Field.

More Is Less

Three modes of play and 15 events, including the 100-meter dash, rapid-fire pistol, archery, and triple jump are included. Others, such as skeet shooting and weight lifting, are mere novelties that require little skill and provide no Fun Factor payoff. The 400-meter run and 110-meter swim are far too long, and the CPU opponents use superhuman speed bursts to blow by you for victory. You'll be able to shatter most world records the first couple of times you play, and the multiplayer competition is lame—sometimes you don't even race head-to-head unless you both qualify for the medal round.

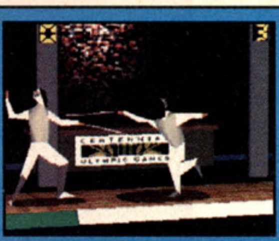
The fully rendered athletes move smoothly, highlighted by nice details like runners stretching out before entering the blocks. Unfortunately, events like the discus and the long jump look 16-bit, the javelineer throws like Lammar from *Revenge of the Nerds,* and you can't even tell what's going on when you hoist yourself up for the pole vault.

As for the sounds, don't expect an intelligent announcer or verbal congratulations when breaking a record. All you'll find are constant clichés backed by a static crowd with no Olympic spirit.

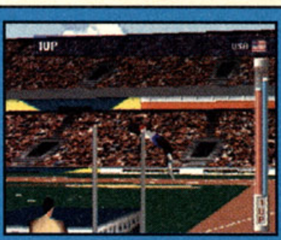
The Torch Is Out

Individually, some events have their moments. Overall, though, this game needs more training before competing against world-class competitors like International Track & Field. ■

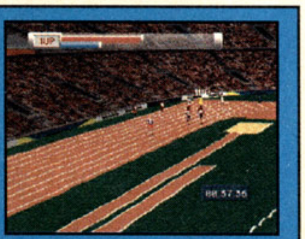
Summer Games Tips



PROTIP: When fencing, hold Away to defend, and when your opponent misses you, lunge forward with a strike to the head for a quick point.



PROTIP: Gradually move the bar up in the high jump because you get to continue until you fault three times. This way, you're sure to qualify and still have a shot at the record.



PROTIP: Save your energy for the last leg of the 400-meter run, when the CPU really kicks into high gear.

Olympic Summer Games
By Eidos Interactive

Graphics	Sound	Control	Fun Factor	Challenge
2.5	2.5	3.0	2.5	ADJ Adjustable

$50
Available now
Track & field
8 players
Replay value: Low
ESRB rating: Kids to Adults

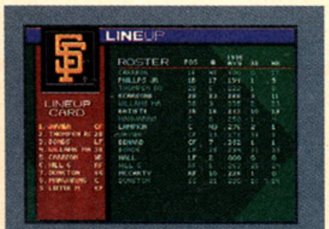
World Series Baseball '96

By Air Hendrix

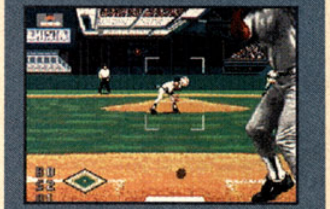
Genesis

It's hard to imagine a bigger rip-off than College Slam's knock-off of NBA Jam (see "Sports Pages," July), but World Series '96 earns that dubious honor. Beyond tuning the gameplay and fixing some bugs, the only change Sega made since World Series '95 is adding in the 1996 schedule and Opening Day rosters. Yup, put your wallets away—it's virtually the same game.

And, though it's a bit outdated, a fine game it still is. With comprehensive features, quality graphics, and addictive arcade gameplay, WSB '96 is great fun for anyone who doesn't own its predecessor. If you still haven't bought a baseball game for your Genesis, WSB '96 should be at the top of your list. Otherwise, join the ranks of the disappointed. ■



Genesis baseball fans, beware! The only new feature in WSB '96 is updated rosters—otherwise, the game's nearly identical to WSB '95.



PROTIP: Track the ball's speed by watching its shadow.

World Series Baseball '96
by Sega Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.0	3.5	3.5	4.0	ADJ Adjustable

$59.99
24 megs
Available August
Baseball
2 players
Behind-the-batter view
Replay value: High
ESRB rating: Kids to Adults

Virtual Tennis

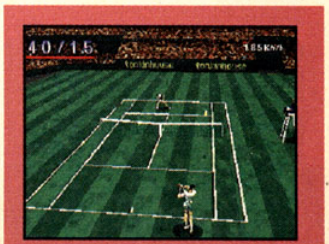
By Air Hendrix

PlayStation

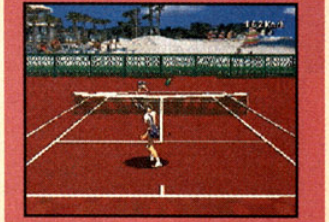
Although Virtual Tennis fares a bit better than Power Serve Tennis, the PlayStation still lacks a quality tennis game. Boring graphics, poor sounds, and flaccid gameplay send this one right into the net.

VT's features include match and tournament modes, 16 fantasy players, 4 serves, 4 strokes, and 3 lobs. The controls handle responsively, but the lack of dives and the simplistic serving are only the beginning of VT's problems. The A.I.'s just plain dumb, playing with little strategy or variety. The result? Occasionally fun but generally repetitive gameplay.

Plain, polygonal graphics, painful Muzak, and ludicrous sound effects serve as the final blow. You've been warned—avoid this game like you'd avoid one of John McEnroe's tantrums. ■



PROTIP: When receiving a serve, stay on the outside line and return the ball down the line.



PROTIP: If your opponent rushes the net, use top spin to float it over their head.

Virtual Tennis by Acclaim

Graphics	Sound	Control	Fun Factor	Challenge
2.5	2.0	3.0	2.5	INT Intermediate

Price not available
Available now
Tennis
4 players (using adapter)
10 views
Replay value: Medium
ESRB rating: Kids to Adults

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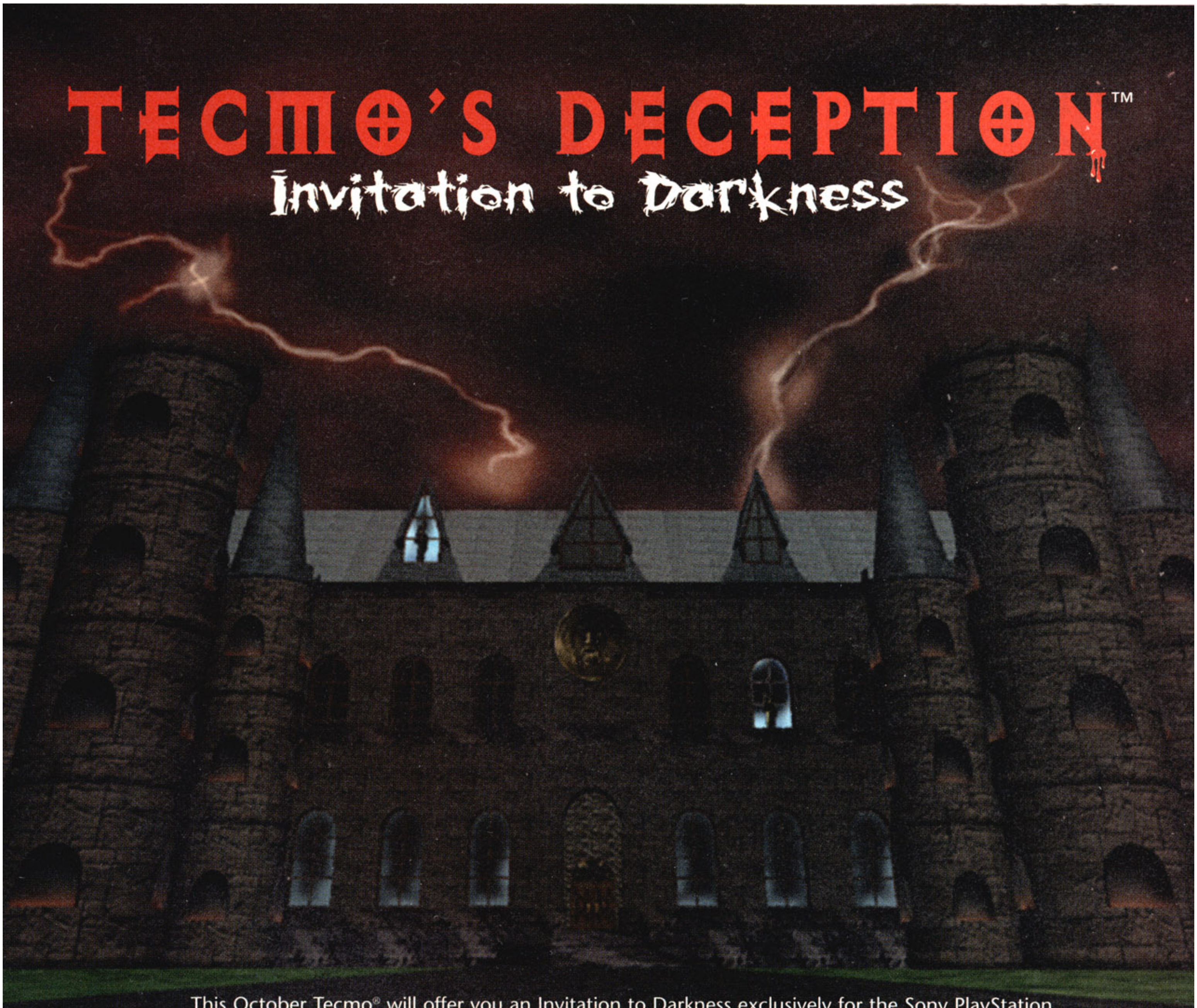
Invitation to Darkness



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Hp 100/100

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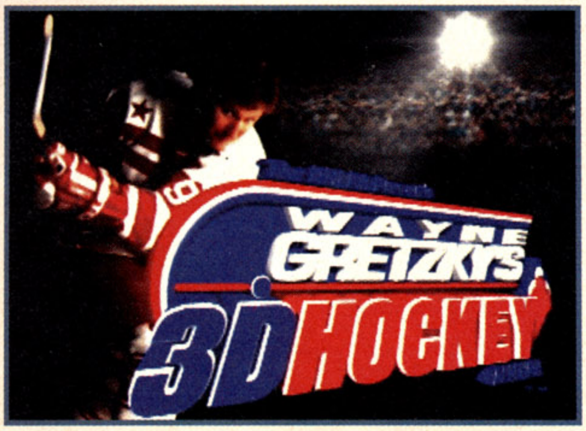
HANDS-ON

Wayne Gretzky's 3D Hockey

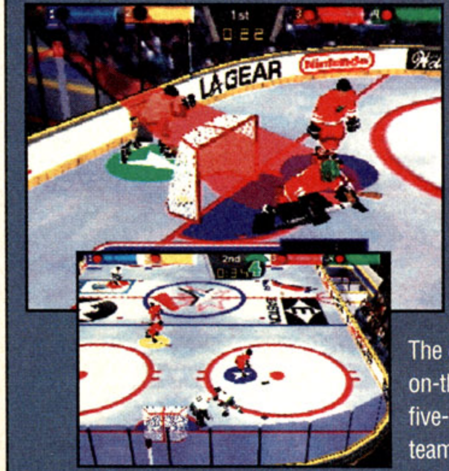
Nintendo 64

Williams Preview

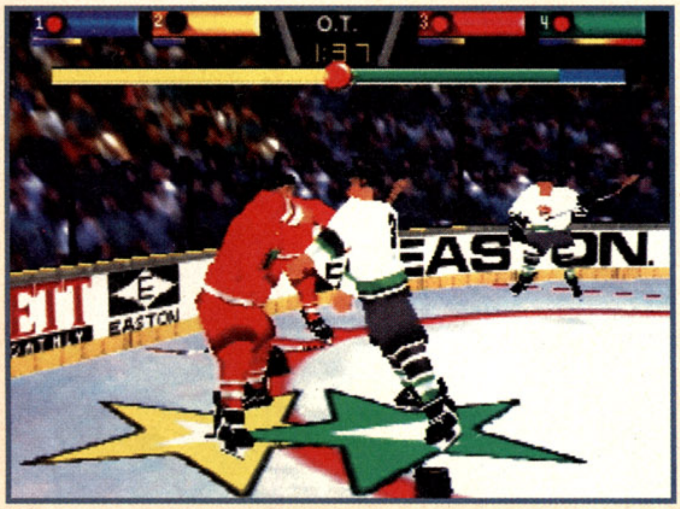
By Tommy LeGlide


WAYNE GRETZKY'S 3D HOCKEY

Gameplay


LA GEAR
Nintendo

Blending Open Ice–style gameplay with a 3D rink and a touch of traditional hockey strategy, Wayne (rhymes with "house of pain") Gretzky debuts on the N64 with a fast, brutal hockey game. The game features three-on-three, four-on-four, and five-on-five hockey; real team names and logos; and all the starting players of the 27 NHL teams. Like the original Ice Hockey game for the NES, Gretzky's 3D Hockey is a solid first-generation N64 sports title.


O.T.
1:37
EASTON

Holy bare knuckles! Fighting is finally back where it belongs—on the ice, with full-screen, shirt-tugging, merciless punching mayhem straight out of the NHL!

3rd
1:50
EASTON

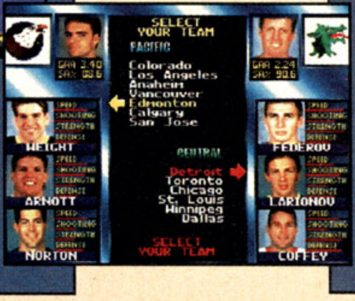
Developed and published by Williams
Available October

50% COMPLETE

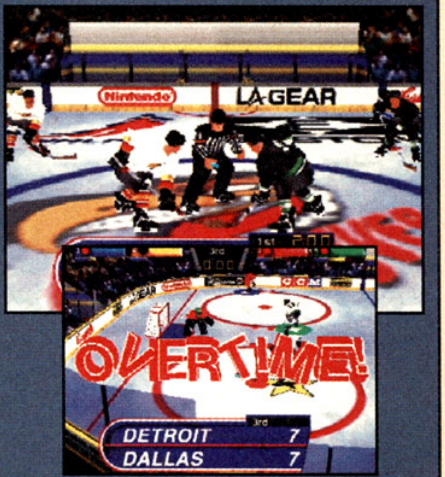
Graphics

LA GEAR
EASTON

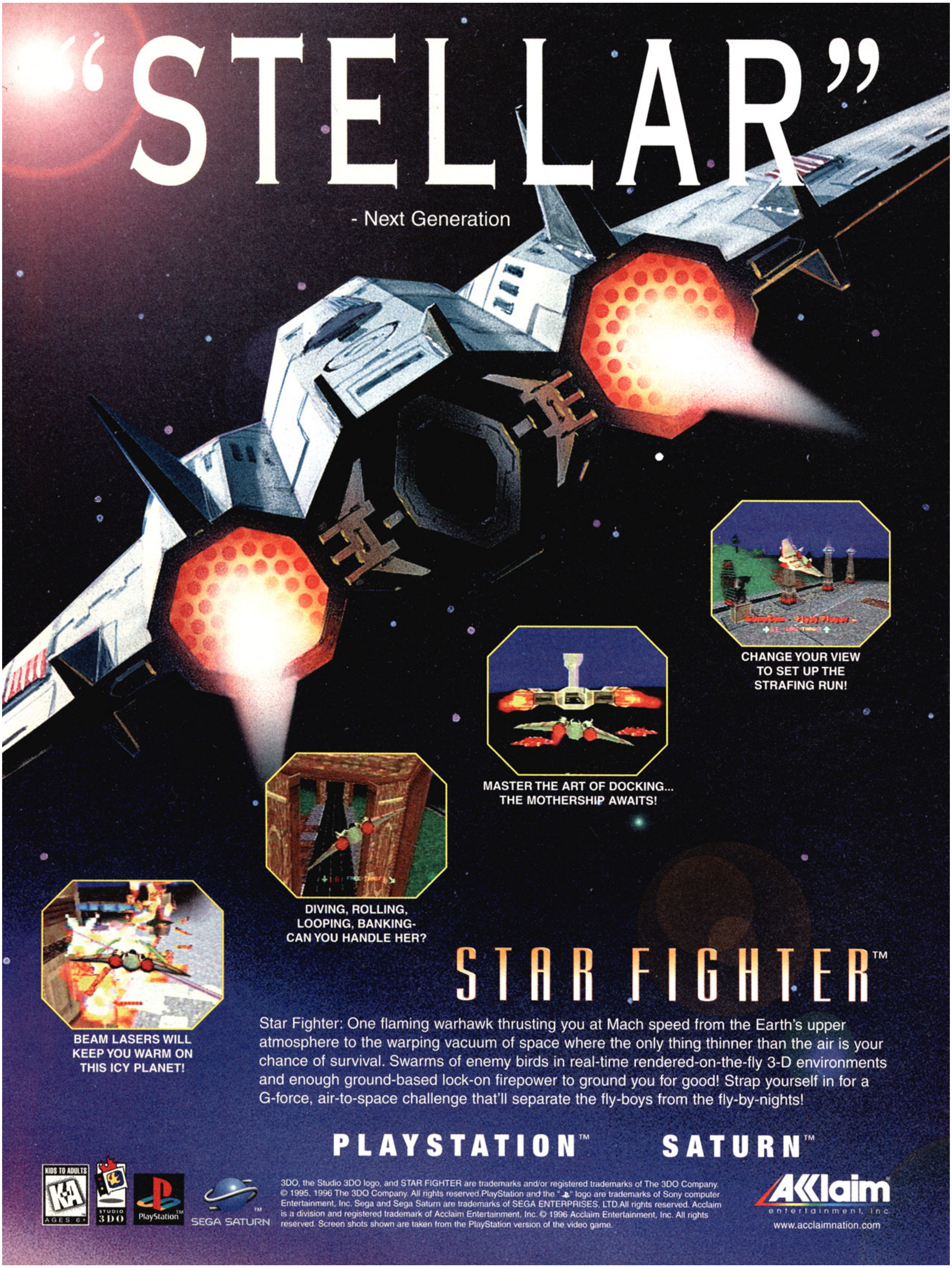
The game's motion-captured skaters look similar to those seen in NHL Powerplay. But with 64 bits of processing power, Gretzky takes you in closer and gives you huge real-time polygonal characters, which, when close up, still look a little rough around the edges. An active camera closely follows the puck and zooms in for face-offs and fights.


SELECT YOUR TEAM
PACIFIC
Colorado
Los Angeles
Anaheim
Vancouver
Edmonton
Calgary
San Jose
CENTRAL
Detroit
Toronto
Chicago
St. Louis
Winnipeg
Dallas
SELECT YOUR TEAM
GAA 3.40
SA% 88.6
GAA 2.24
SA% 90.6
WEIGHT
ARNOTT
NORTON
FEDEROV
LARIONOV
COFFEY

Controls


Nintendo
LA GEAR
OVERTIME!
DETROIT 7
DALLAS 7

You control your player with the analog stick and use four of the six face buttons for shooting, passing, turbo, and checking—and the action is pretty solid. In a four-player game, the computer controls your drones and goalie. When the turbo kicks in, you can really blast down the ice, and the Check button enables you to deliver some pretty serious blows. The fighting can get pretty wild—you can even "finish" your opponents, MK-style!



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KIDS TO ADULTS K-A AGES 6+

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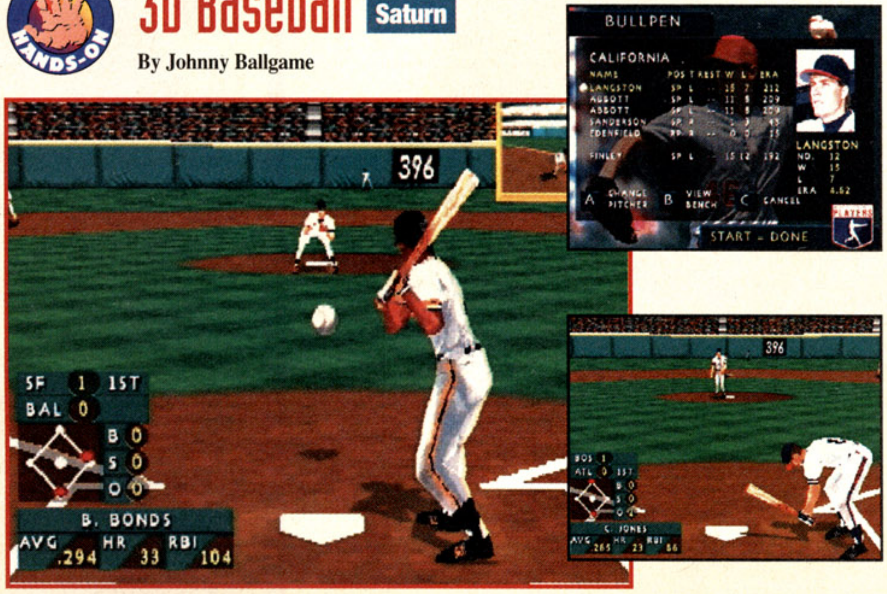
Acclaim entertainment, inc.
www.acclaimnation.com

3D Baseball

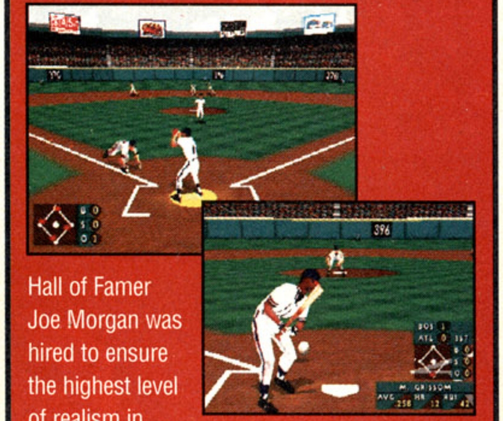
Saturn

By Johnny Ballgame


BULLPEN
CALIFORNIA
LANGSTON
A CHANGE PITCHER
B VIEW BENCH
C CANCEL
START - DONE
396
SF 1 1ST
BAL 0
B 0
S 0
O 0
B. BONDS
AVG .294
HR 33
RBI 104
C. JONES

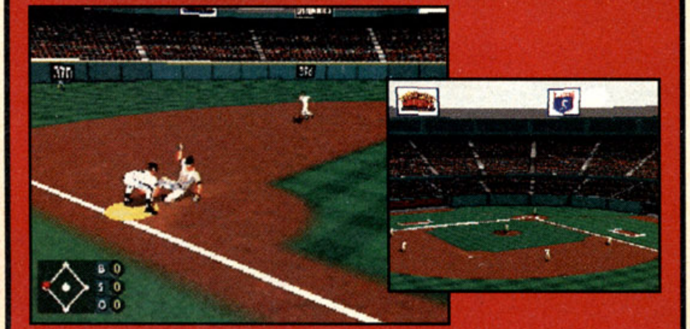
3D Baseball could be the best-looking, most eye-popping baseball game to hit the field. But graphics aren't everything, and it's too early to determine if the gameplay will produce a home run or just a long out.

Control



Hall of Famer Joe Morgan was hired to ensure the highest level of realism in gameplay, and he has his work cut out for him. In the preview version, pitchers lack the variety of pitches in Triple Play. The stadiums are so big that routine base hits almost always stretch into doubles, and the enormous size of both the bat and the ball make hitting too easy.

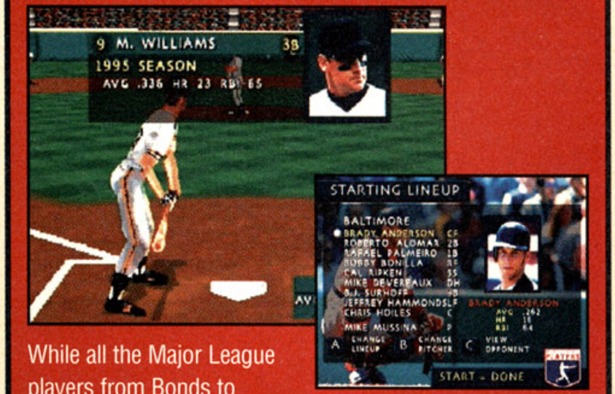
Graphics



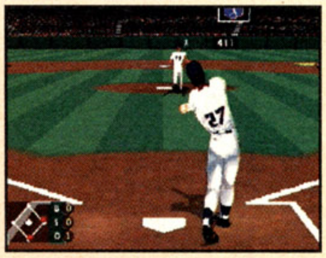
If graphics win championships, 3D Baseball looks set to be the World Series winner. Motion-capture technology creates a field of dreams in which lifelike players not only hit and pitch with realistic, stunning movements but also do little things like kick dirt in the batter's box and bang their bats in frustration after a strikeout. The dynamic details also include fielders bending over and using sweep tags to nab sliding base stealers.

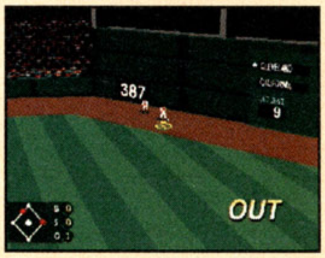
Developed by Championship Sports
Published by Crystal Dynamics
Available September
60% COMPLETE

Stats

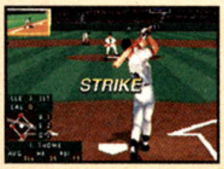

9 M. WILLIAMS 3B
1995 SEASON
AVG .336 HR 23 RBI 65
STARTING LINEUP
BALTIMORE
BRADY ANDERSON CF
ROBERTO ALOMAR 2B
RAFAEL PALMEIRO 1B
BOBBY BONILLA RF
CAL RIPKEN SS
MIKE DEVEREAUX DH
B.J. SURHOFF 3B
JEFFREY HAMMONDS LF
CHRIS HOILES C
MIKE MUSSINA P
START - DONE

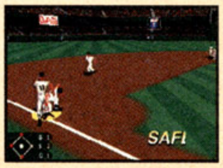
While all the Major League players from Bonds to Canseco are included, authentic teams and stadiums are not. Instead, you play in four rip-off ballparks with names like Crystal Yards and Willis Field. Game options include Exhibition games, a Pennant Race of either 26, 81, or 162 games, and a General Manager mode that enables you to trade, modify stats, and build your own teams.

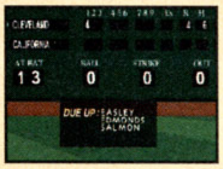


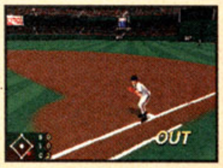


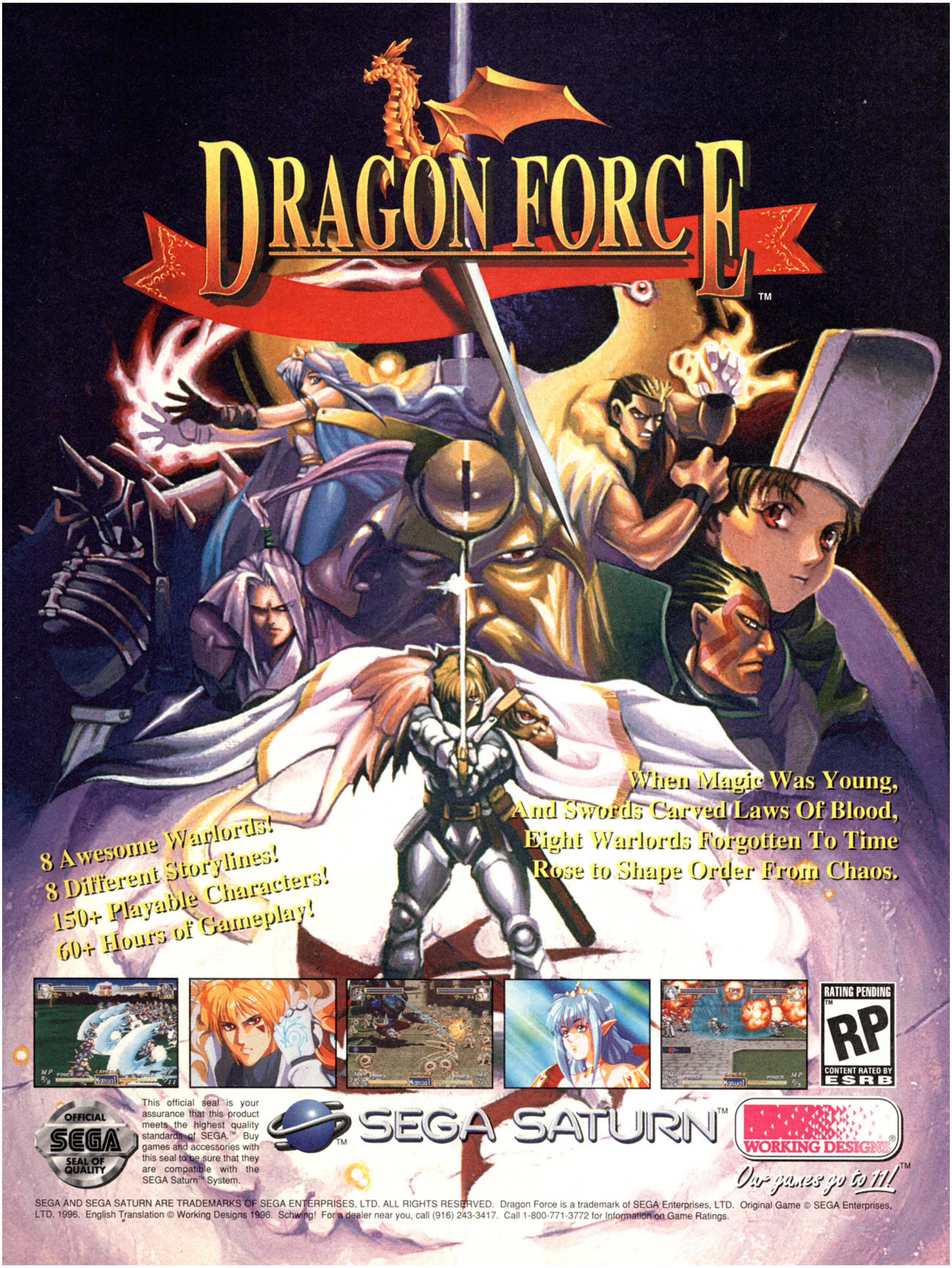
MOTION control






CLEVELAND
CALIFORNIA
13 0 0 0
DUE UP: EASLEY
EDMONDS
SALMON

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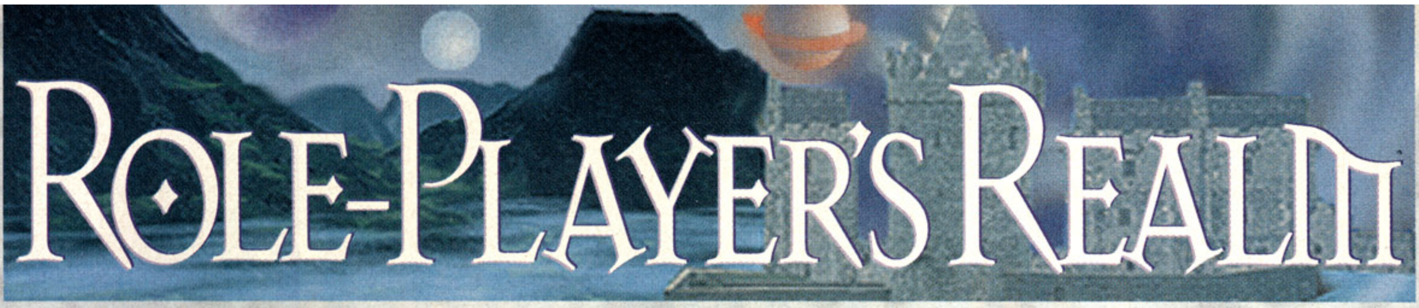


ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • SEPTEMBER '96

LEGEND OF OASIS

By Sir Scary Larry

Because it's primarily an action game, Legend of Oasis might seem an odd choice for this section of the magazine, but it also has all the classic elements of a serious RPG: weapons, spells, mystical enemies, and faraway lands. Though somewhat juvenile, this smooth-moving and colorful action RPG is engaging and enjoyable.

A Spirited Cause

You take up the cause of Leon, who lives in Aquaria, a small village in Oasis. The Aquarians have few concerns—that is, until the armlets of Knowledge and Will are rediscovered . Relics of an age-old struggle between good and evil, the armlets are your cause celèbre as you travel the land of Oasis in search of the truth behind the ancient dispute.

You begin the game with just a short sword and some cool-looking combination moves. You can swing, jump, spin-kick, dash, and crouch-roll to enter small caves, exit treacherous waterfalls, and defeat myriad enemies.

Help appears in the form of spirit guides, nymphish little helpers that wield impressive spells. The guides represent water, earth, wind, fire, and darkness with corresponding attacks, but they do not assist you freely. You must summon them through invocation objects. For instance, you can conjure Dytto, the water fairy, only near waterfalls or water fountains.

Legend of Oasis by Sega

Graphics	Sound	Control	Fun Factor	Challenge
				BEG
4.0	4.0	4.5	5.0	Beginner

$59.95
Available now
Action RPG
1 player

Replay value: High
ESRB rating: Kids to Adults

The Legend Lives On

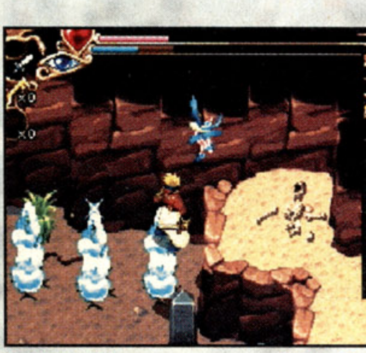
Oasis's graphics feature a vibrant palette and bright, sharp, Aladdin-esque sprites. You'd swear that this game was created by Disney. Though the enemies are less than inspired, the visuals attached to the magic spells compensate.

The audio is pretty good but not spectacular. Moans, groans, metal-clashing swords, and the bellowing of enemies are clear but unimaginative. Speaking parts for the characters would have helped.

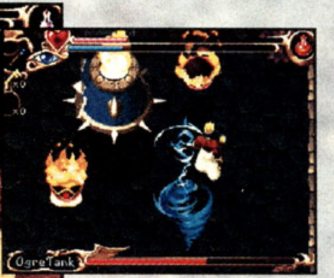
The controls react quickly and are fairly simple most of the time. Swinging, running, and jumping are speedy one-button actions. Some of the combos do require fast-finger reflexes, and the weapons also have intricate combos that are tricky to master.

A Spot of Water

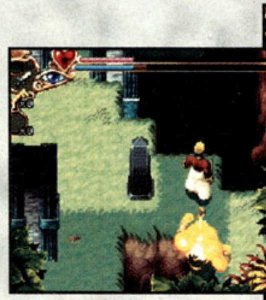
Legend of Oasis will give serious RPGers a fun break from the monotony of weapon and skill management, gold hoarding, and spell learning. This lively action game is an oasis in the Saturn RPG desert. ■



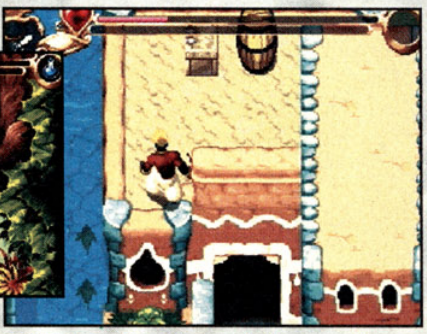
PROTIP: After you summon Dytto, the water fairy, you can freeze certain fountains and use them as stepping stones. The best place to do so is in Efreet's fire cave.



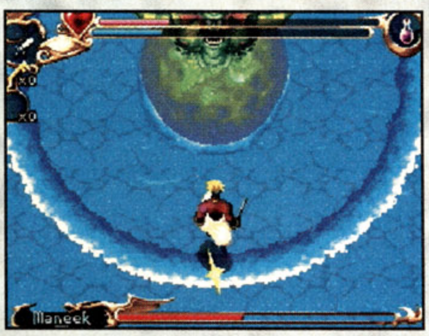
PROTIP: Use Dytto's Tornado Attack against the boss that guards the fire nymph.



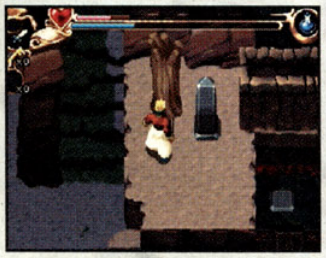
PROTIP: In the forest, where you fall into the pit is important.



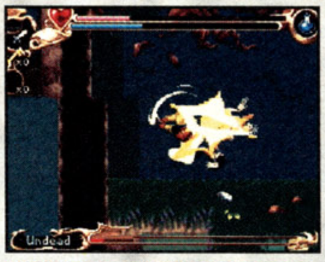
PROTIP: Try jumping on ledges, such as these outside the last house on the left of Aquaria, to reach higher ground.



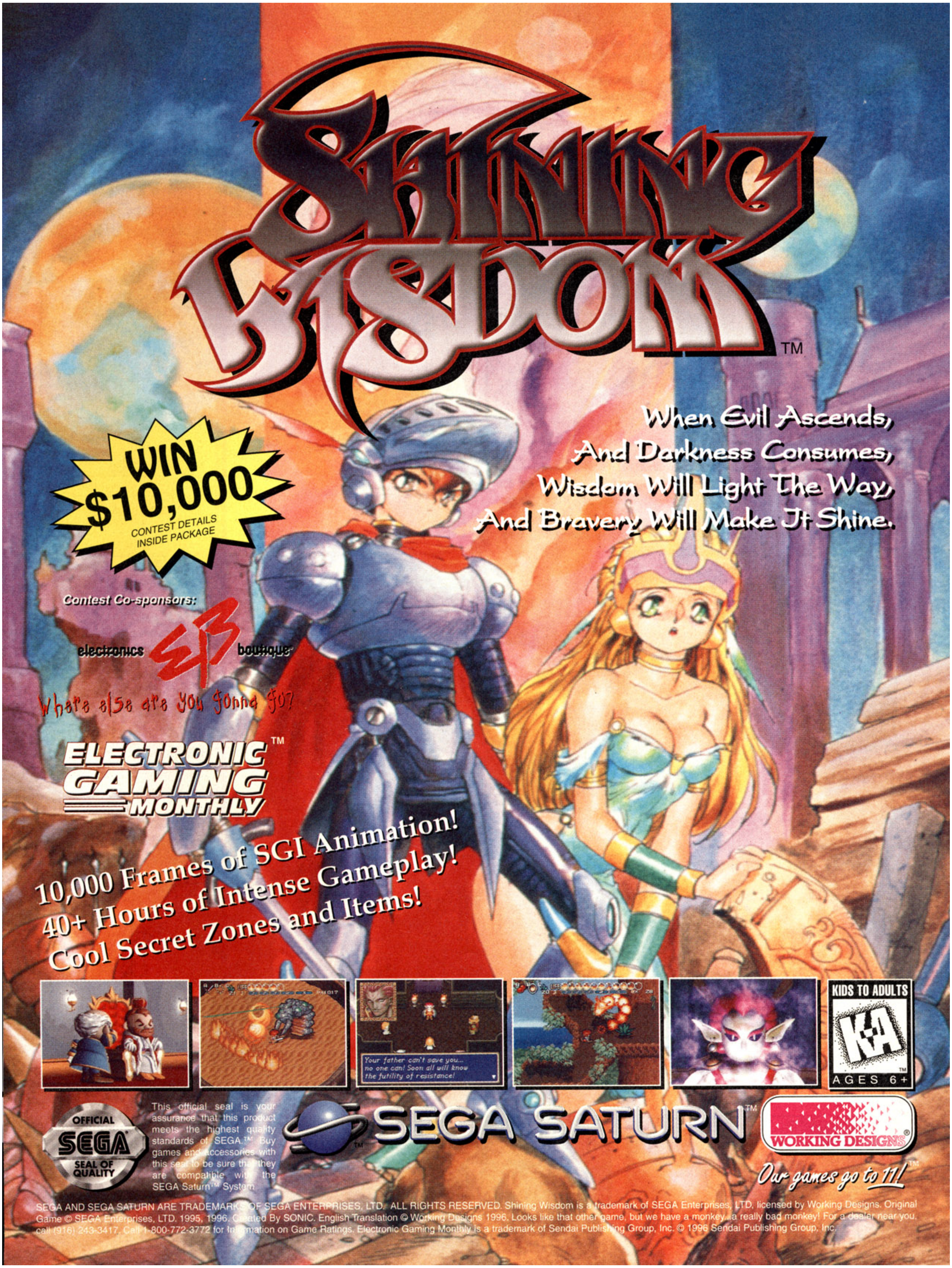
PROTIP: The first boss is patterned and easy. Just jump over the water rings it creates, then use the arrow to work on the body.



PROTIP: You can use the wand to break dead trees. Move forward, back, then forward again, and press B.



PROTIP: The short sword has a combo that's effective against zombies: Move forward, back, then forward again, and press B.



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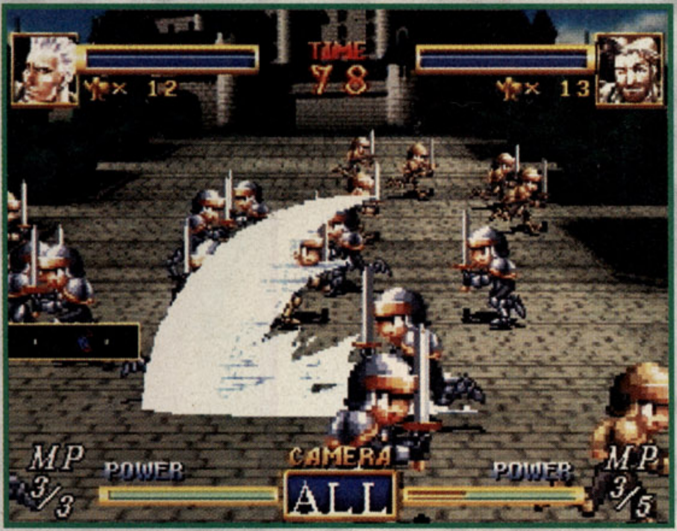
FIRST LOOK

Dragon Force **Saturn**

By Sir Scary Larry


TIME
78
× 12
× 13
MP
3/3
POWER
CAMERA
ALL
POWER
MP
3/5

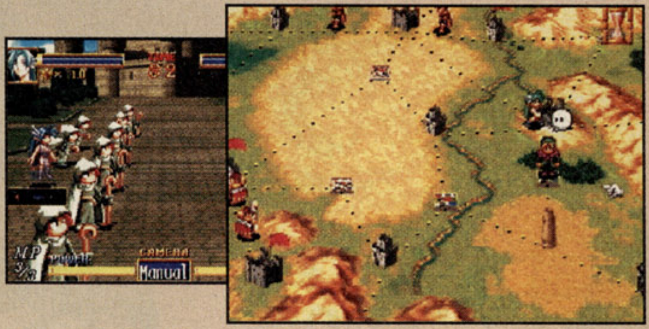
Working Designs is without a doubt the premier force in RPGs for the Saturn. With games like Iron Storm (see ProReview, July) and Magic Knight Ray Earth (see Preview), the publisher has cornered all aspects of the RPG market. Now Working Designs just blows everything else away with the stunning Dragon Force.

Developed by Sega of Japan
Published by Working Designs
Available Fall '96

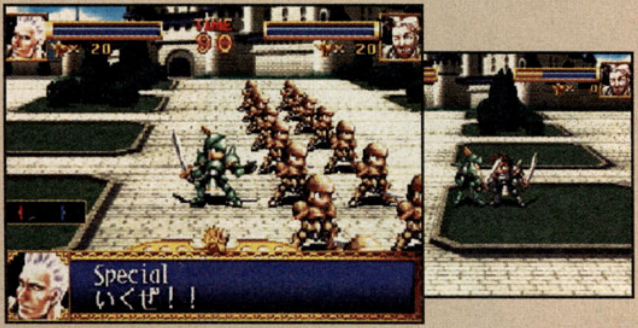
90% COMPLETE

Gameplay & Fun Factor

What makes Dragon Force so appealing is the mix of action and strategy. Planning the battle is almost as fun as watching the ensuing carnage, and you'll be surprised at how some of the combat turns out. This game is a Force to be reckoned with!


MP
POWER
CAMERA
Manual

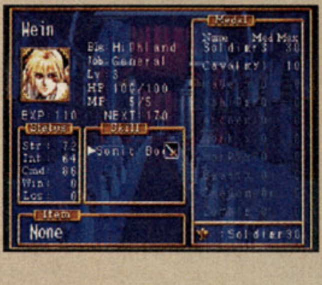
Graphics


TIME
90
× 20
× 20
Special
いくぜ！！

Dragon Force's battle interface resembles that of Ogre Battle. You send scouts to search villages, pick fights, and gather information. The crowded combat scenes are also well directed, with lots of action à la Braveheart. As in Lunar, the cinematic cut scenes are topnotch.

Control

Get ready to read a manual. The controls are all menu based, but there are a ton of them. And they're not pick-up-and-play friendly. You can switch the camera angles manually during a melee, so there's plenty of button pressing during the fights.



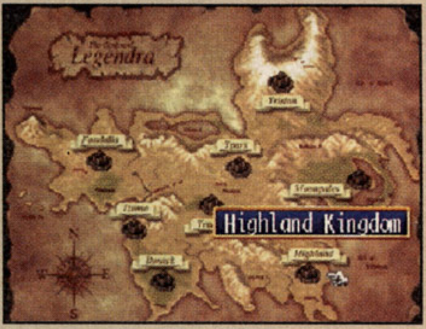
Wein
Bl: Highland
Job: General
Lv 3
HP 100/100
MP 5/5
EXP 110 NEXT 170

Status
Str: 72
Int: 64
Cmd: 86
Win: 0
Los: 0

Skill
▶Sonic Bo

Item
None

Medal
Name Med Max
Soldier3 30
Cavalry1 10
:Soldier30


Legendra
Highland Kingdom

MP
POWER
CAMERA
Manual
POWER

MP
POWER
CAMERA
Manual
POWER

DRAGON FORCE
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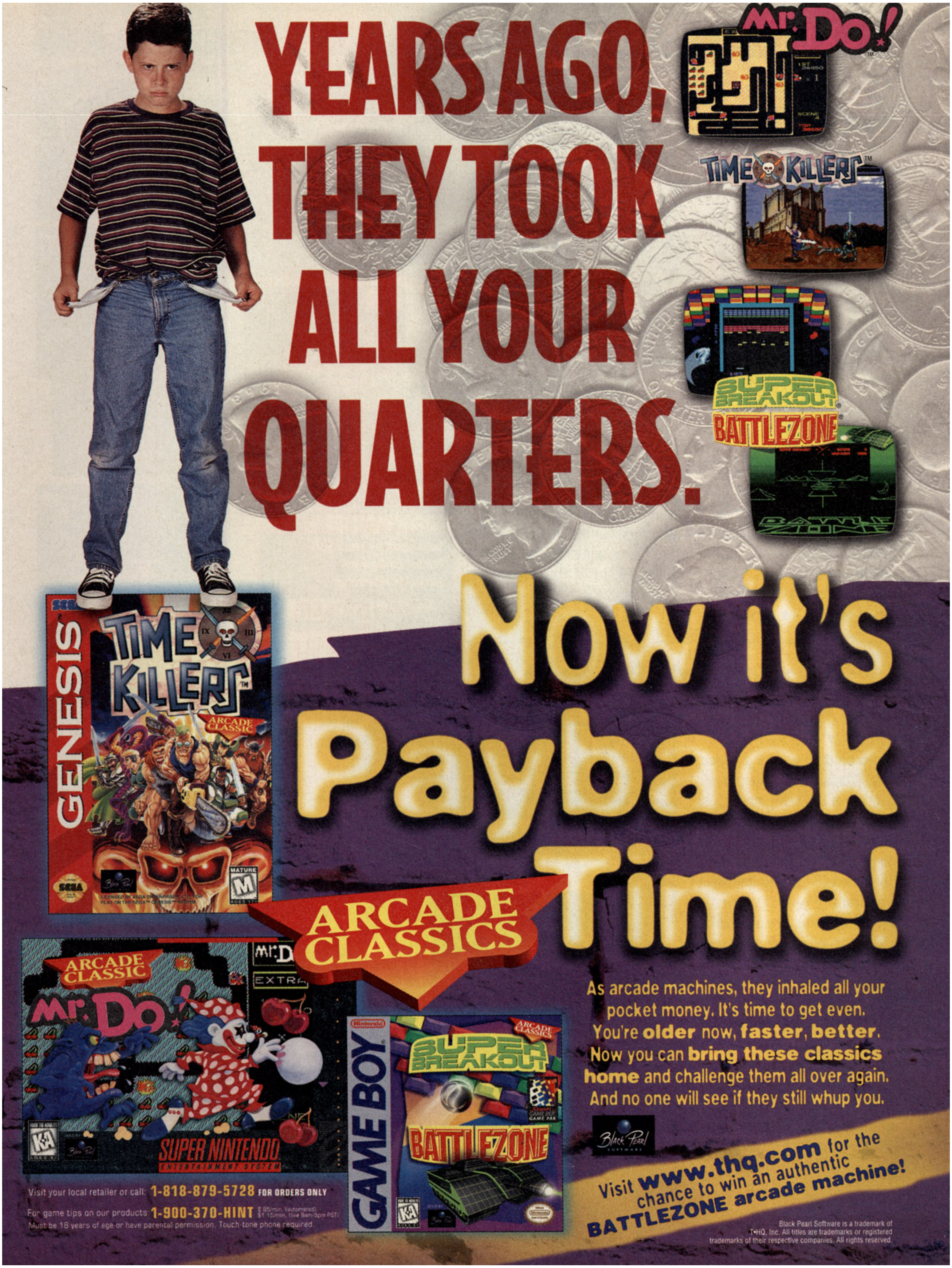
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Mr. Do!
TIME KILLERS
SUPER BREAKOUT
BATTLEZONE
Now it's Payback Time!
GENESIS
SEGA
TIME KILLERS
ARCADE CLASSIC
MATURE
ARCADE CLASSICS
ARCADE CLASSIC
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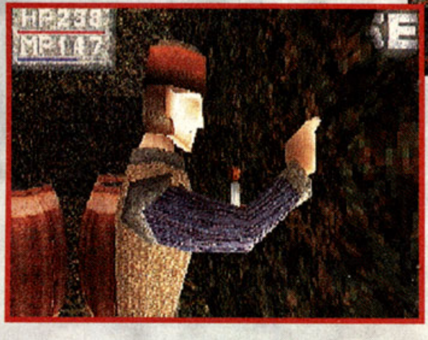
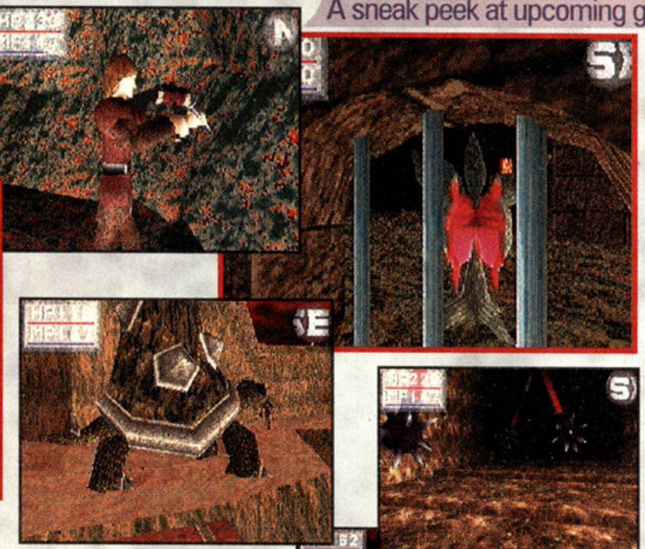
Future Fantasies

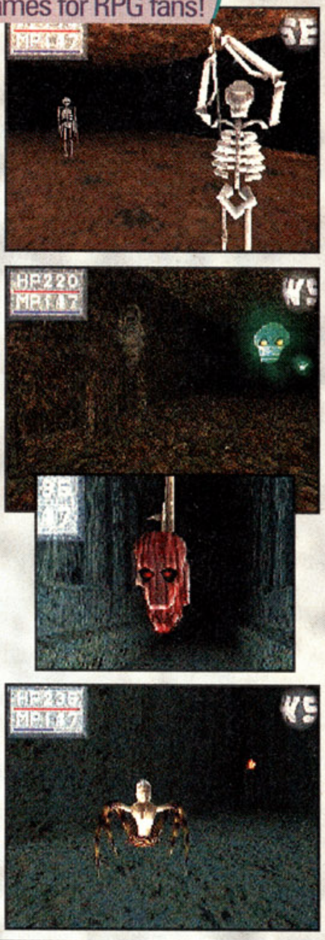
A sneak peek at upcoming games for RPG fans!

King's Field II

HANDS-ON

PlayStation



Although last year's King's Field was less than impressive, this sequel demands attention with crisp graphics, sturdy gameplay, and imaginative and inspired enemies. This time around, the battles are deadlier, the exploration area is more expansive, and Ascii has done a much better job of making the game feel completely interactive. The ability to warp from place to place helps the game move along briskly. There's also a lot more detail in the peripheral NPCs, like the villagers and merchants. Fans of the first game will definitely want King's Field II in their library.
—Scary Larry

Developed by From Soft
Published by Ascii
Available November

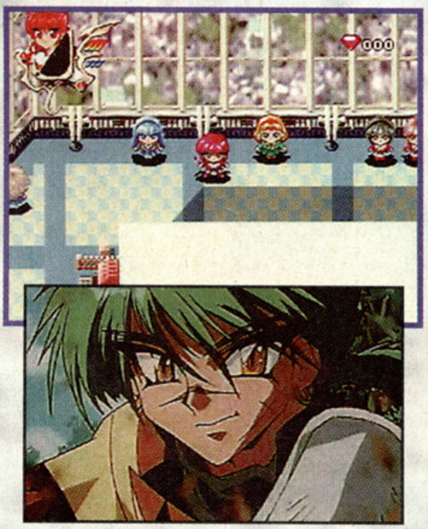
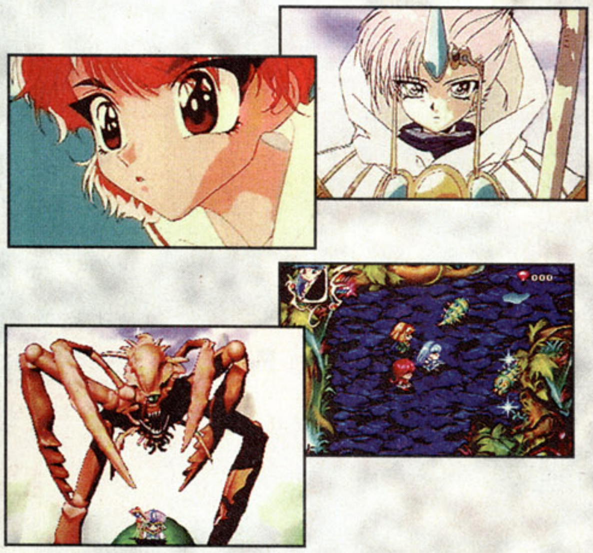
70% COMPLETE

Magic Knight Ray Earth

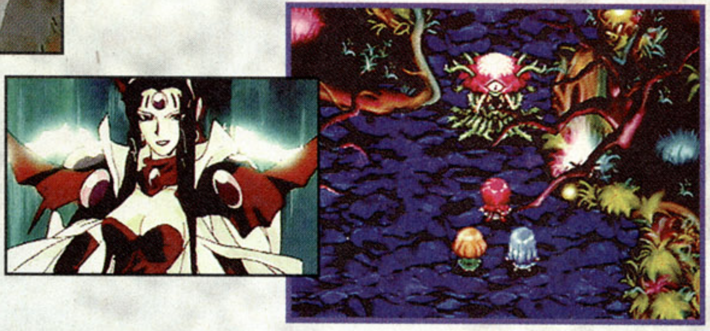
FIRST LOOK

Saturn

Based on the upcoming super-cutesy Japanese anime production of the same name, this RPG features three young schoolgirls from Tokyo who go on a mystical mission to do some evil-busting and save a princess or two. Overlayed with fine cinematics à la Lunar and some awesome rendered enemies, this game looks like another winner from Working Designs. It also features more than 90 minutes of audio, so every character you meet speaks to you from the disk. Don't let the anime look fool you—this game is as tough as any other RPG out there.
—Scary Larry

Developed by Sega of Japan
Published by Working Designs
Available Fall '96



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Bloomington, IN
3.90 minutes

Jeremy Migone
Smith, AL
5.35 minutes

Kenny Scheiderman
Philadelphia, PA
5.37 minutes

Ismail Davis
Hazelcrest, IL
6.20 minutes

Louis DellaPeruta
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COMING SOON! Scary Larry's Game Trivia

THE FIGHTER'S EDGE
PRESENTS

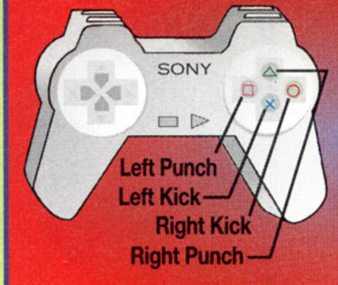
PlayStation

TEKKEN 2

In the second installment of Tekken 2, we break down the new characters, Jun and Lei, the rest of the original fighters, and some of the boss characters. We reveal how to perform their best combos and all their special moves, linking moves, and throws. Check future issues of *GamePro* for more of the boss characters!

By Bruised Lee
(Special thanks to Ben and Dan)

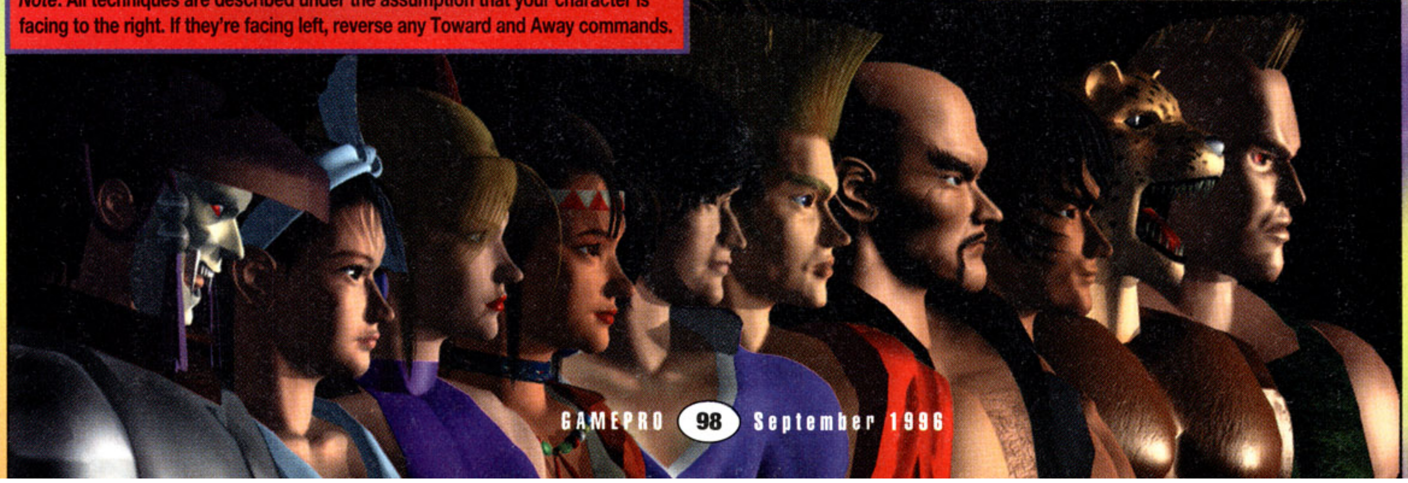
Controller Legend



LK = Left Kick
LP = Left Punch
RK = Right Kick
RP = Right Punch

Motion = Move the joystick in one smooth, continuous motion.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.



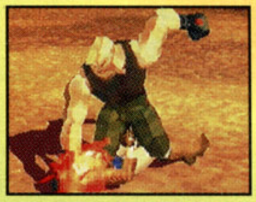
BASIC ARTS

Learn these essential basic skills before you enter the tournament. The following moves are universal for each fighter.

How to Run

You can make each fighter run by tapping →, →. If your opponent is far away and you run toward them, you'll perform a head-butt. Running when you're close to an opponent tackles them.

Tackle Attacks



From a running tackle, score extra hits by tapping LP, RP, LP, RP.

Note: To perform Yoshimitsu's tackle attack, tap RP.

Moves While Running

Each fighter can perform these special moves while running toward an opponent.

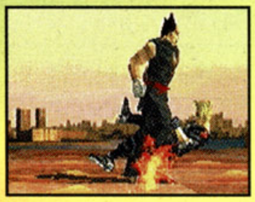
Dive Attack

While running, tap (LP RP).

Slide Attack

While running, tap RK.

Run Over Your Enemy



You can damage an opponent on the ground by running toward them.

Get Up and Fight

When your fighter is knocked down during a match, there are several ways to recover offensively and defensively.

Roll to the Side

Rolling to the side is a new recovery move. While on the ground, tap LP.

Low-Kick Recovery

While on the ground, tap LK.

High-Kick Recovery

While on the ground, tap RK.

Roll Forward

While on the ground, tap →.

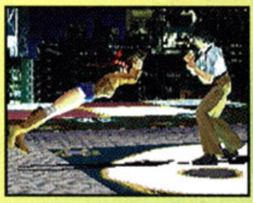
Roll Backward

While on the ground, tap ←. Players can chain together recovery moves. For example, while on the ground, tap LP to roll to the side, then tap → to roll forward, or tap ← to roll backward.

Lunge-Forward Recovery

Tap ← and as soon as your character starts to move, tap (← LK RK). Use this tactic when an opponent is running in or just starting a move.

Lunge Backward and Forward Recovery



Tap ← and as soon as your character starts to move, tap (→ LP RP). Use this tactic when an opponent is running in or just starting a move.

Super Moves

Super moves take a few seconds to execute and leave you open for an attack. If a super move connects, however, it will inflict massive damage. These moves are shown on the following pages. Note: Not all the fighters have super moves.

Counter Throws

Counter a throw with a throw. If timed correctly, the two throws will cancel each other. Then you can perform another throw, special move, or combo.

Counter Moves

New in Tekken 2 is the ability to counter incoming moves. These moves are shown on the following pages. Note: Not all the fighters have counter moves.

HOW TO PLAY AS THE BOSSES AND HIDDEN FIGHTERS

The game difficulty or how many rounds you fight doesn't affect how you reach the bosses and hidden fighters. You don't even have to win each fight with a perfect victory. The quickest way to get to the bosses is to set the difficulty to "Easy," the game time to 20 seconds, and the number of rounds to one.

To play as any of the sub-bosses, finish the game with each of the ten main fighters and without switching characters during play. Each time you beat the game with a different character, you get a new sub-boss.

To play as the hidden character Kazuya, you must beat the game with a sub-boss and without switching characters during play.

To play as Devil and Angel, you must finish the game with Kazuya and without switching characters.

To play as Alex or Roger, you must first have all the sub-bosses, Kazuya, Devil, and Angel loaded on your memory card. Then start a normal game and during the third match on the final round, you must make a "comeback victory" with less than five percent of your health. Accomplish this, and Alex or Roger will step in and challenge you to a fight. After the fight, return to the character lineup. Alex and Roger are now selectable fighters!

Move List Color Key: The color key below indicates the type of move.

Throws = Red   Linkers = Rust   Counter Moves = Purple   Special Moves = Green   Super Moves = Blue

Jun

Arm Flip	When in close, tap (RP RK)
Arm Breaker	When in close, tap (LP LK)
Behind Grab	When behind enemy, tap (LP LK) or (RP RK)
Arm Takedown	When in close, hold (↘ RP LK)
Counter	Hold (← LP LK) or (← RP RK)
Double Stab Punch	Tap LP, LP
Roundhouse Flip Kick	Tap (LK RK)
Front Snap Kick	Hold ↓, tap (LK RK)
Stab Punch	Hold →, tap LP
Back Flip	Hold ←, tap LK
Flip Kick Uppercut Juggle	Hold ←, tap LK, RP
Roundhouse	Tap (→ RK)
Axis Shift Roundhouse	Tap (→ LK)
Sweep	Tap (↙ RK)
Shin Kick to Backhand	Tap (LP RK)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Axis Roundhouse	Tap (→ LK), hold →

Lei

Neck Breaker	When in close, tap (RP RK)
Leg Press	When in close, tap (LP LK)
Arm Flip	When in close, tap →, hold (→ LP RP)
Behind Grab	When behind enemy, tap (LP LK) or (RP RK)
Lie Down	Hold (↓ LK RK)
Note: You can perform two moves following this move.	
Lie Down to Kick Thrust	Hold (↓ LK RK), tap (LK RK)
Lie Down to Rising Spin Kick	Hold (↓ LK RK), tap LK, RK
Turn Back to Enemies	Hold (← LK RK)
Note: You can perform six moves following this move.	
Turn Back to Backfist	Hold (← LK RK), tap LP
Turn Back to Takedown Punch	Hold (← LK RK), tap (↓ LP)
Turn Back to Uppercut	Hold (← LK RK), tap RP
Turn Back to Side Kick	Hold (← LK RK), tap RK
Turn Back to Back Flip	Hold (← LK RK), tap (LK RK), (LK RK), (LK RK)
Turn Back to Flying Kicks	Hold (← LK RK), tap (↓ RK RK)
Flying Roundhouse	Tap (↙ RK), RK
Spinning Roundhouse	Tap LK, RK
Side Kick Takedown	Hold (→ LK), tap RK
Leg Trip	Tap LK, LK
Backward Spin Kick	Tap RK, LK
Flying Leg Takedown	Tap →, →, hold (→ LK)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Move	Hold ←, tap (LP RK)
Note: You can perform two moves following this move.	
Super Kick	Hold ←, tap (LP RK), hold ←, tap RK
Super Side Kicks	Hold ←, tap (LP RK), hold ←, tap LK, LK , LK, LK

Paul

Reverse Arm Cross	When in close, tap (RP RK)
Shoulder Throw	When in close, tap (LP LK)
Leg Flip	When in close, tap (↙ LP LK)
Power Elbow Throw	When in close, tap →, (→ LP RP)
Arm Takedown	When in close, hold ↘, tap (LP RP)
Behind Grab	When behind enemy, tap (LP LK) or (RP RK)
Body Tackle to Punching Bag	Hold ↙, tap (LP RP), quickly tap RP, LP, RP, LP, RP, LP
Punching Bag to Neck Breaker	Hold ↙, tap (LP RP), hold ↓, tap RP, LP, LP, neutral for a second, quickly tap RK, LP, (LP RP)
Counter	Hold (← LP LK) or (← RP RK)
Lunge Punch	Motion ↓ ↘ → RP
Flip Kick	Tap →, (→ RK)
Note: This move stuns a blocking opponent.	
Elbow Punch	Hold ↓, tap (↘ RP)
Note: You can perform two moves following this move.	
Elbow Punch to Uppercut	Hold ↓, tap (↘ RP) for the Elbow Punch, then tap RP
Elbow Punch to Lunge Punch	Hold ↓, tap (↘ RP) for the Elbow Punch, then tap LP
Super Elbow Punch	Tap →, hold →, tap RP
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Move	Hold ←, tap (LP RP)

Michelle

Fisherman's Suplex	When in close, tap (RP RK)
Front Suplex	When in close, tap (LP LK)
Full-Nelson Suplex	When in close, hold ↘, tap (LP RP)
Behind Grab	When behind enemy, tap (LP LK) or (RP RK)
Power Punch	Tap (LP RP)
Two-Hit Juggle Uppercut	Tap (↘ RP), LP
Front Snap Kick	Tap (↘ LK)
Punch and Side Step	Tap (← RP)
Spinning Back Kick	Tap (LK RK), RK
Elbow Lunge	Tap →, (→ LP)
Super Elbow Lunge	While crouching, hold ↘, tap RP
Lunge Punch	Motion ↓ ↘ LP
Rising Uppercut	Tap LK, RP
Charging Uppercut	Tap (→ LP)
Dive Attack	While running, tap (LP RP)

Move List Color Key: The color key below indicates the type of move.

Throws = Red
Linkers = Rust
Counter Moves = Purple
Special Moves = Green
Super Moves = Blue

Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Hard Pounce	Tap (↗ LK RK)
Super Move	Hold →, tap (LP RK)

Heihachi

Power Bomb	Tap (RP RK)
Neck Breaker	Tap (LP LK)
Head-Butt	Tap →, (→ LP RP)
Behind Grab	When behind enemy, tap (LP LK) or (RP RK)
Counter	Tap ←, ←, (LK RK)
Sweep Kick	Tap (↗ RK), RK
Charging Uppercut	Motion → ↓ ↘ RP
Flying Kick	Tap →, →, (→ LK)

Note: This move stuns a blocking opponent.

Axe Kick	Tap (→ RK)
Flip-Kick Hard Pounce	Tap RK, LK
Super Uppercut	Motion → ↓ ↘ LP
Double-Punch Uppercut	Tap (↘ LP), RP
Sweep Kick	Motion → ↓ ↘ RK

Note: Keep tapping RK for more hits.

Super Axe Kick	Tap →, (→ LK)
Super Lunge Punch	Motion ↓ ↘ → RP
Flying Side Kick	Motion → ↓ ↘ LK
Flying Sweep Kick	Motion → ↓, hold ↘, tap LK
Flying Roundhouse	Tap (↗ LK), RK
Power Uppercut	Tap →, (→ RP)
Elbow Smash to Lunge Punch	Tap (↓ LP), (→ RP)
Power Stomp	When opponent is on the ground, tap (↓ RK)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Move	Hold ↓, tap (LP RK)

Jack 2

Wrist-Up Slam	When in close, tap (RP RK)
Catapult Throw	When in close, hold ↘, tap (RP RK)
Pile Driver	When in close, tap ↙, hold →, tap (LP RP)
Back Breaker	When in close, motion ↓ ↙, hold ←, tap RP
Pyramid Driver	When in close, motion ↓ ↘, hold →, tap LP
Behind Grab	When behind enemy, tap (RP RK) or (LP LK)
Hell Press to Chest Slam	When in close, tap (LP LK), then quickly tap (LP RP)
Spring Hammer Punch	While crouching, hold ↓, tap (LP RP)
Machine-Gun Knuckle	Tap (↙ LP), LP, LP, LP, LP, RP
Double Hammer	Tap (LP RP), (LP RP)
Megaton Punch	Motion ← ↙ ↓ RP
Power Scissors	Tap (→ LP RP)
Sit on the Spot	Tap (↗ LK RK)
Sitting Move	Tap (LK RK), LP, RP, LP, RP
Bravo Knuckle	Tap (↓ LP RP)
Megaton Sweep	Motion ← ↙ ↓, hold ↘, tap LP
Dive Attack	While running, tap (LP RP)
Dive Sprawl	While running, tap (LK RK)
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Move	Motion 360 degrees toward opponent starting from ←, then tap LP

Note: Keep doing the motion to the count of five to increase the power of the punch.

Kazuya

Double Kick Hold	When in close, tap (LP LK)
Hip Toss	When in close, tap (RP RK)
Behind Grab	When behind enemy, tap (LP LK) or (RP RK)
Head-Butt	When in close, tap →, (→ LP RP)
Counter	Tap →
Stun Punch	While rising, tap RP
Sweep Kick	Motion → ↓ ↘ RK, tap RK
Lunging Uppercut	Tap →, ↓, hold ↘, tap RP
Charging Uppercut	Tap →, ↓, hold ↘, tap LP
Hurricane Sweep Kicks	Tap (↗ RK), RK, RK, RK
Takedown	Tap (↙ LP RP)
Front Flip	Tap RK, LK
Axe Kick	Tap →, (→ LK)
Snap Kick	Tap (→ RK)
Spinning Backhand	Tap (→ RP)
Jumping Spin Kick	Tap (↑ RK) or (↗ RK)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Uppercut	Tap (← LP RK), or hold ←, tap (LP RK)

Lee

Atomic Noogie	Tap (RP RK)
Rude Awakening	Tap (LP LK)
Dragon Knee	Tap →, hold →, tap (LK RK)
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Side Kick	Tap (↘ LK)
Low Flip Kick	Charge ↓ one second, tap (↑ RK)

Note: Tap ↗ to flip toward opponent; tap ↖ to flip away.

High Flip Kick	Charge ↓ one second, hold (↑ RK)

Note: Hold ↗ to flip toward opponent; hold ↖ to flip away.

Super Flip Kick	Charge ↓ one second, tap (↑ LK RK)

Note: Tap ↗ to flip toward opponent; tap ↖ to flip away.

Front Snap Kick	Motion ↓ ↙ RK
Slide	Hold ↓, tap ↘, (↘ LK)
Lunging Dragon Slide	Tap →, →, (LK RK)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Back Kick	Tap (↓ LK RK)

Move List Color Key: The color key below indicates the type of move.

Throws = Red
Linkers = Rust
Counter Moves = Purple
Special Moves = Green
Super Moves = Blue

Baek

Snap Mare	When in close, tap (RP RK)
Side Hip Toss	When in close, tap (LP LK)
Trip Up	When in close, tap (↙ LP LK)
Neck Breaker	Tap →, (→ RP)
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Holding Stance	Tap ←, (← LK)
Axe Kick	Hold ←, tap (← LK)
Stomp Kick	Tap →, (→ RK)
Spinning Air Kicks	Tap (↗ LK), RK, LK
Back Fist	Tap (→ RP)
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Leg Drop	Tap (↘ LK RK)

Kunimitsu

Face Bash	When in close, tap (RP RK)
Body Press	When in close, tap (LP LK)
Hip Toss	When in close, tap ↓ (← LP LK)
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Flip Kick	Tap →, (→ LK RK)
Flip Kick to Corkscrew	Tap →, (→ LK RK), (LP RP)
Spinning Elbow	Tap (← LP) *Note: Keep tapping LP to repeat spins.*
Spinning Leg Sweep	Tap (↙ LK) *Note: Keep tapping LK to repeat spins.*
Knee Charge	Tap →, (→ RK)
Sweep Kick	Hold ↓, motion ↘ → LK
Side Stab	Tap (← RP)
Overhead Stab	Tap (↙ RP)
Lunging Side Stab	Tap →, →, RP
Dive Attack	While running, tap (LP RP)
Hard Pounce	Tap (↗ LK RK)
Super Hard Pounce	Tap (↑ RP)

P. Jack

Wrist-Up Slam	When in close, tap (RP RK)
Hell Press to Chest Slam	When in close, tap (LP LK)
Face Plant	When in close, motion ← ↙ ↓ (RP LK)
Behind Grab	When behind enemy, tap (RP RK) or (LK RK)
Choke Hold to Power Punch	When in close, tap (RP RK), motion ← ↙ ↓ ↘ → RP
Machine-Gun Knuckle	Tap (↙ LP), LP, LP, LP, LP, RP
Double Hammer	Tap (LP RP), (LP RP)
Megaton Punch	Motion ← ↙ ↓ RP
Power Scissors	Tap (→ LP RP)
Sit on the Spot	Tap (↗ LK RK)
Megaton Uppercut	Motion ← ↙ ↓ ↘ LP
Flying Drop	Tap (LK RK) *Note: Keep tapping (LK RK) to fly higher.*
Standing Dive Attack	Tap (→ LK RK)
Dive Attack	While running, tap (LP RP)
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Chop	Tap (→ RK), LP

Armor King

Brain Buster	Tap (RP RK)
Coconut Crush	Tap (LP LK)
Frankensteiner	Tap (↘ LK RK)
DDT	Tap ↙, (↙ LP RP)
Pile Driver	Tap ↙, (→ LP RP)
Mind Sweeper	Motion → ← ↙ ↓ ↘ → LP
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Brain Buster to Pile Driver	When in close, tap (RP RK), quickly tap ↓, ↓, (↓ LP RP)
Spinning Jump Kick	Tap →, →, (→ LK RK)
Big Boot	Tap →, (→ RK)
Knuckle Bomb	Tap (↘ LP RP)
Uppercut	Hold ↓, ↘, tap RP
Charging Uppercut	Motion → ↓ ↘ LP
Shoulder Hard Pounce	Tap (↗ RP RK)
Walk-In Uppercut	Motion → ↓ ↘ RP
Moon Press	Tap (↗ LP RK)
Ally Kick	Tap ↑, (LK RK)
Axis Punch	Tap (← LP RK)
Dive Attack	Tap →, (→ LP RP)
Hammer Head	Tap (↗ LK RK)
Jump Kick	Tap →, (→ LK RK)
Knee Hard Pounce	Tap (↗ LK RK)
Shoulder Ram	Tap (→ LP RK)
Flying Death Drop	Hold (↗ LP RP), hold ↓

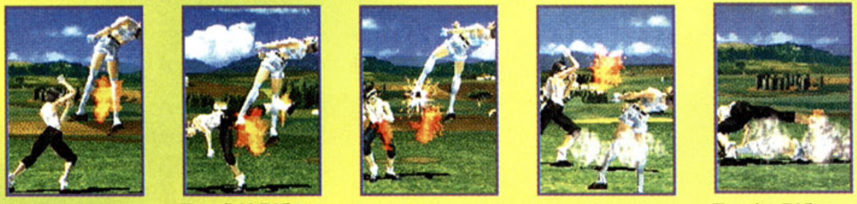
Wang

Over Leg Trip	When in close, tap (RP RK)
Hip Toss	When in close, tap (LP LK)
Turn Around Elbow Strike	Tap ↘, (↘ LK RK)
Lunging Body Press	Tap (↘ LP LK RK) *Note: This can also be used as a counter move.*
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Two-Hit Juggle Uppercut	Tap (↘ RP), LP
Front Snap Kick	Tap (↘ LK)
Punch and Side Step	When in close, tap (← RP)
Lunge Punch	Tap (↘ LP RP)
Charge Punch	Tap (→ RP)
Power Punch	Motion ↓ ↘ → RP
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Hard Pounce	Tap (↗ LK RK)
Super Charge Punch	Tap (← LP RP)
Super Uppercut	Tap ←, (← LP)

JUN

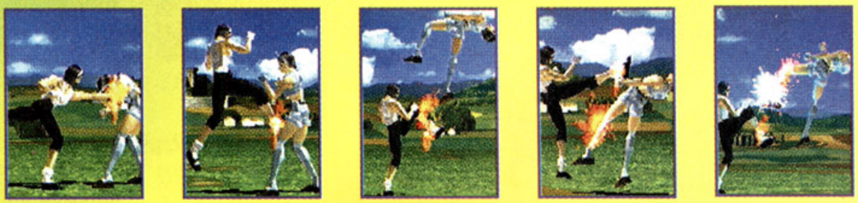
KILLER COMBOS

Five-Hit Juggle Flip-Kick Combo



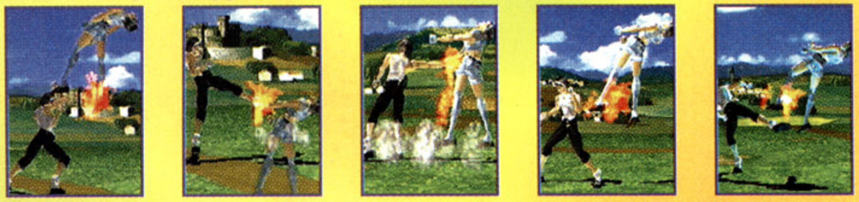
Tap (→ RP)
Tap (LK RK)
Tap (→ RP)
Tap (↙ RK)

Five-Hit Double-Kick Combo



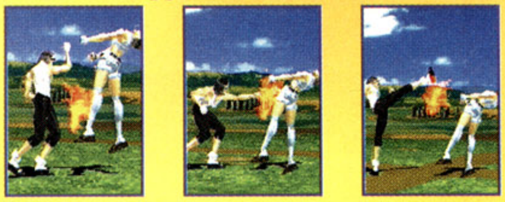
Tap (→ LP)
Tap RK
Tap (↓ LK RK)

Five-Hit Super Juggle Combo



Tap (→ RP)
Tap (LP RK)
Tap RP
Tap RK

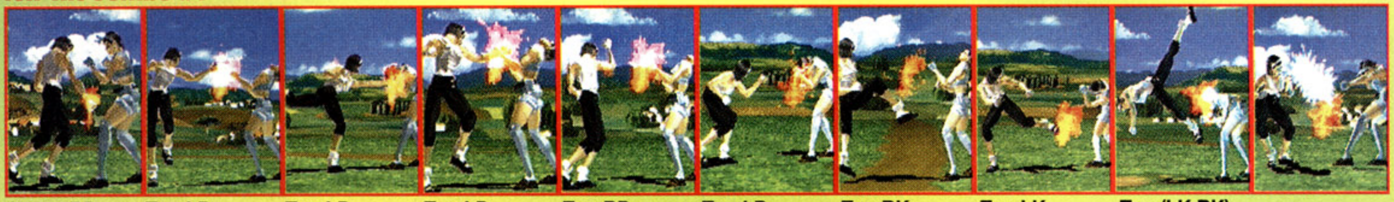
Three-Hit Juggle Combo



Tap RP
Ducking LP
Tap RK

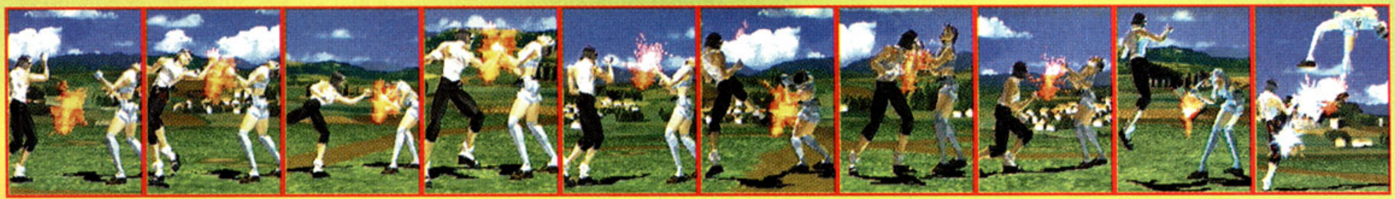
Ten-Hit Combos

Ten-Hit Combo #1



Rising RP
Tap LP
Tap LP
Tap LP
Tap RP
Tap LP
Tap RK
Tap LK
Tap (LK RK)

Ten-Hit Combo #2

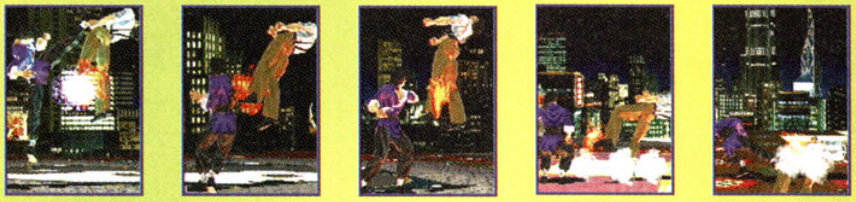


Rising RP
Tap LP
Tap LP
Tap LP
Tap RP
Tap (LP RK)
Tap LP
Tap (LK RK)

LEI

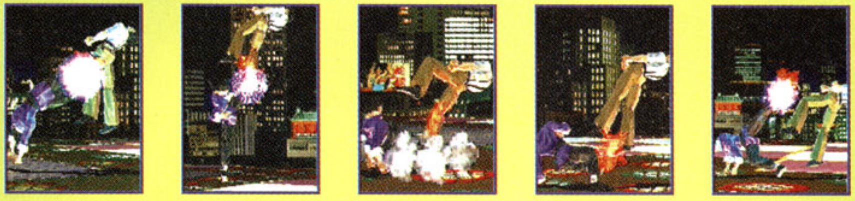
KILLER COMBOS

Five-Hit Kick-Juggle Combo



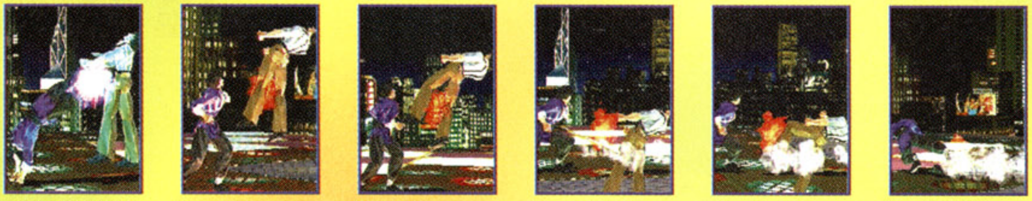
Tap (↗ RK)
Tap (LP RP)
Tap (↓ LP)
Tap (↓ RK)

Five-Hit Ground to Kick-Up Combo



Tap (↓ LK RK), (LK RK)
Tap (↗ RK)
Tap RK, RK
Tap LK
Tap LK

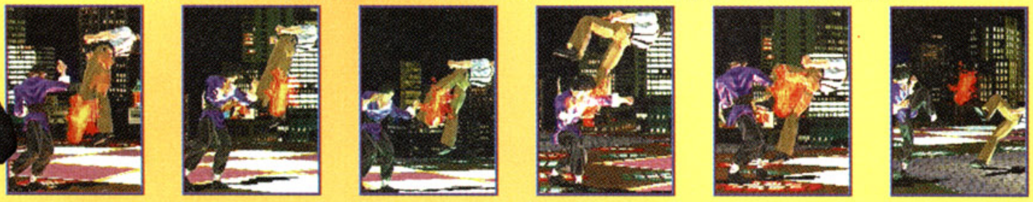
Six-Hit Super Ground to Kick-Up Combo



Tap (↓ LK RK), (LK RK)
Tap LP
Tap LP
Tap (↓ LP)
Tap (↓ LP)
Tap (↓ RK)

Six-Hit Super Kick-Juggle Combo

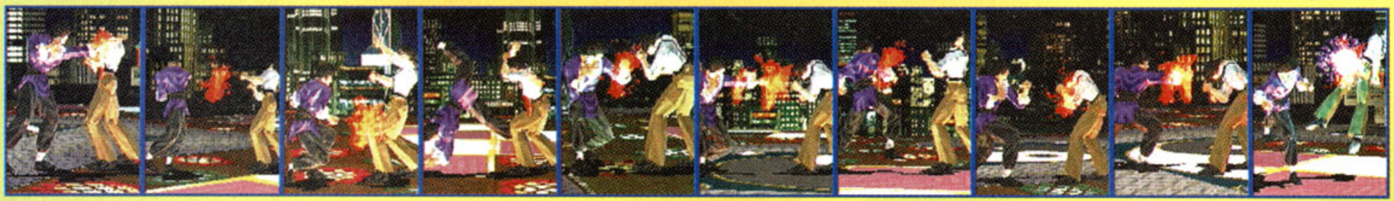
Note: The third LP in this combo doesn't hit your opponent.



Tap (↘ RP)
Tap (→ LP)
Tap →, LP
Tap RP, LP
Tap RP
Tap RK

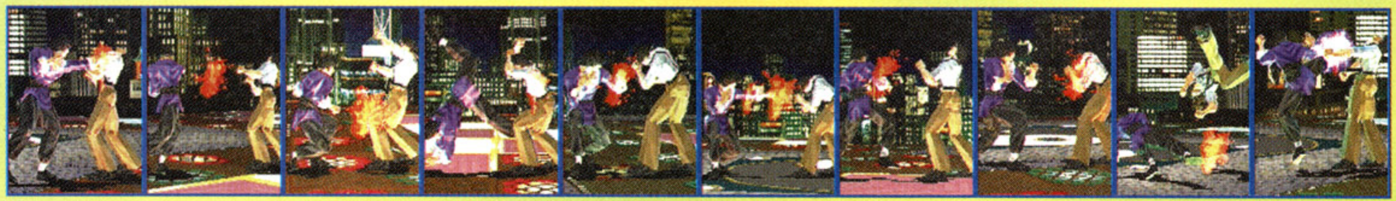
Ten-Hit Combos

Ten-Hit Combo #1



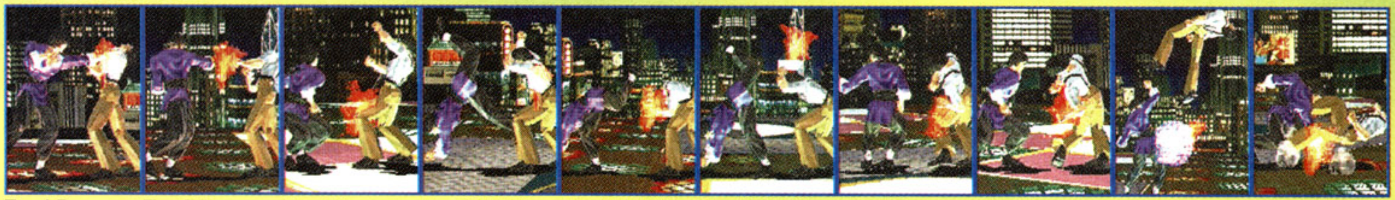
Tap LP
Tap RP
Tap LP
Tap (LK RK)
Tap RP
Tap LP
Tap RK
Tap LP
Tap RP
Tap LK

Ten-Hit Combo #2



Tap LP
Tap RP
Tap LP
Tap (LK RK)
Tap RP
Tap LP
Tap RK
Tap LP
Tap RK
Tap RK

Ten-Hit Combo #3

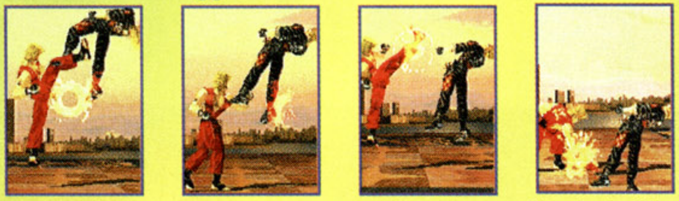


Tap LP
Tap RP
Tap LP
Tap (LK RK)
Tap (LK RK)
Tap (LK RK)
Tap LP
Tap LP
Tap RP
Tap (↗ RP)

KILLER COMBOS

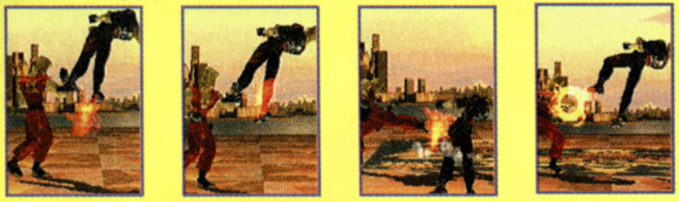
PAUL

Four-Hit Kick-Juggle Combo



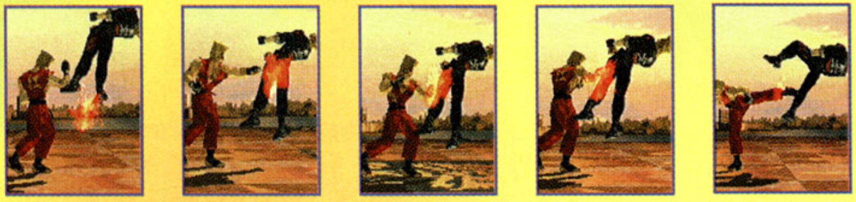
Tap (↗ RK)
Tap LP
Tap (↗ RK)
Run in, tap (↓ RP)

Four-Hit Uppercut Combo



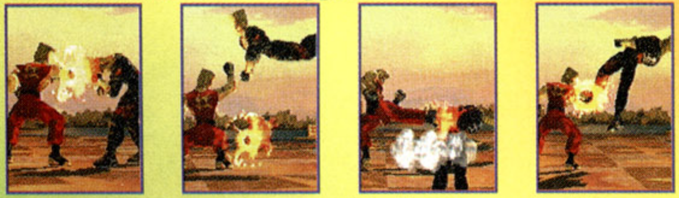
Tap (↘ RP)
Tap (↘ LP)
Tap →, (↓ RK)
Tap RP

Five Hit Super Uppercut-Juggle Combo



Tap (↘ RP)
Tap (→ LP)
Tap →, LP
Tap RP
Tap LK

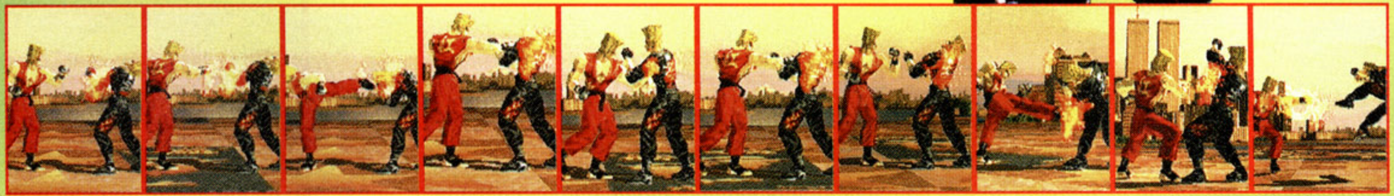
Four-Hit Double-Elbow Juggle Combo



Hold ↓, tap (↘ RP)
Tap RP
Tap (↓ RK)
Tap RP

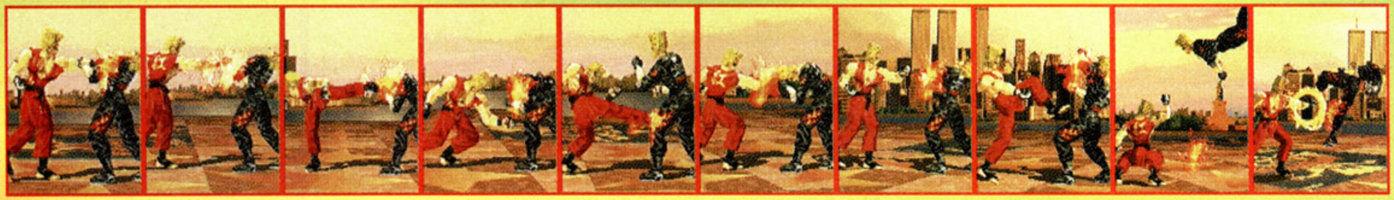
Ten-Hit Combos

Ten-Hit Combo #1



Tap LP
Tap RP
Tap LK
Tap RP
Tap LP
Tap RP
Tap LP
Tap RK
Tap RP
Tap LP

Ten-Hit Combo #2

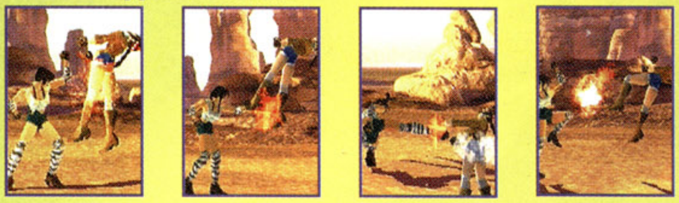


Tap LP
Tap RP
Tap LK
Tap LP
Tap RK
Tap RP
Tap LP
Tap RK
Tap RP
Tap LP

MICHELLE

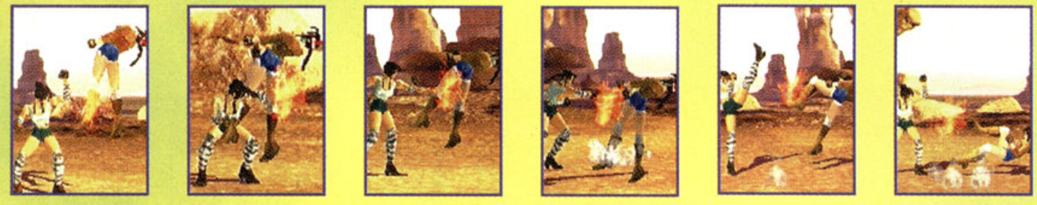
KILLER COMBOS

Four-Hit Uppercut Combo



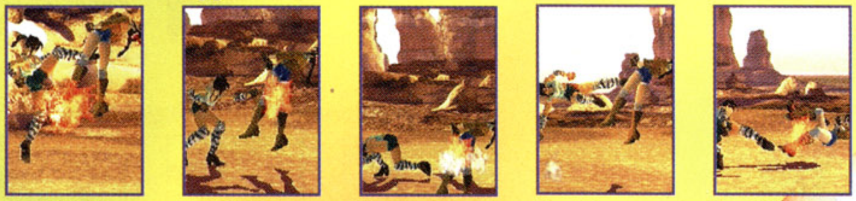
Tap (→ LP) | Tap LP | Tap (↓ RK) | Tap LP

Six-Hit Super-Uppercut Combo



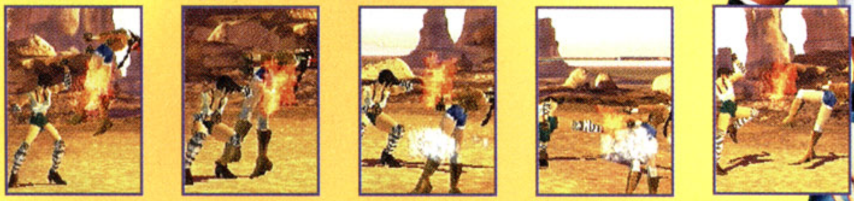
Tap (→ LP RK) | Tap →, (→ LP) | Walk in, tap LP | Tap (RP LK) | Tap LP

Five-Hit Kick-Juggle Combo



Tap (↗ RK) | Tap (↓ LP) | Motion ↓ ↘ RK | Tap LK | Tap (↓ RK)

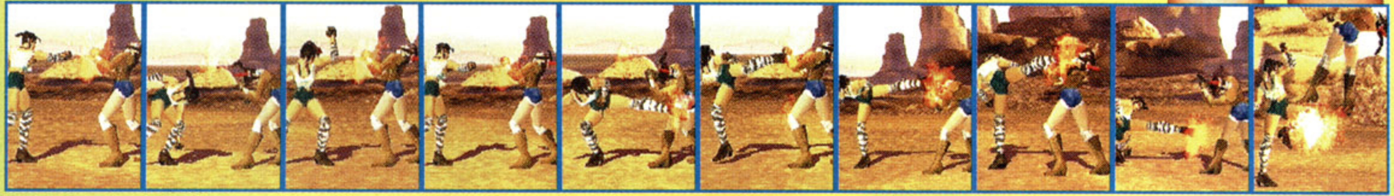
Five-Hit Elbow-Uppercut Combo



Tap (→ LP | Tap →, (→ LP) | Tap →, (→ LP) | Tap (↓ RK) | Tap LP

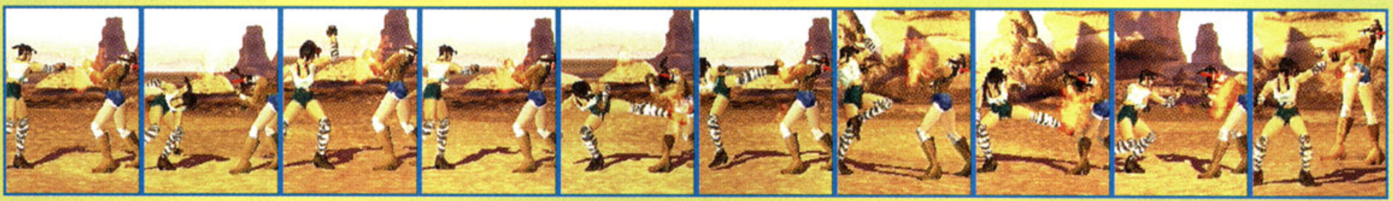
Ten-Hit Combos

Ten-Hit Combo #1



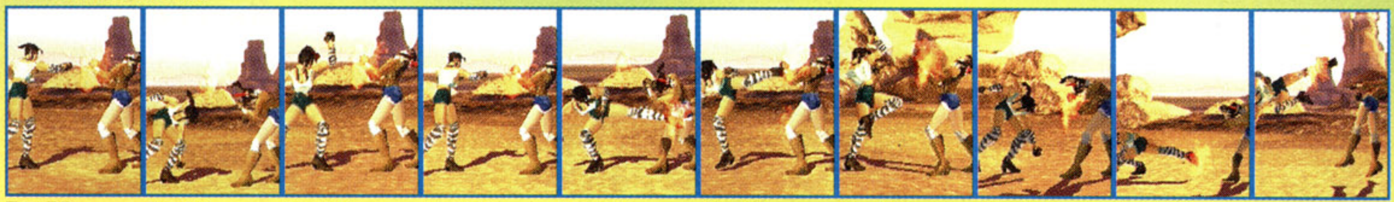
Tap RP | Tap LP | Tap LP | Tap RP | Tap LK | Tap LK | Tap LK | Tap RK | Tap RK | Tap LP

Ten-Hit Combo #2



Tap RP | Tap LP | Tap LP | Tap RP | Tap LK | Tap LK | Tap RP | Tap LK | Tap RP | Tap LP

Ten-Hit Combo #3

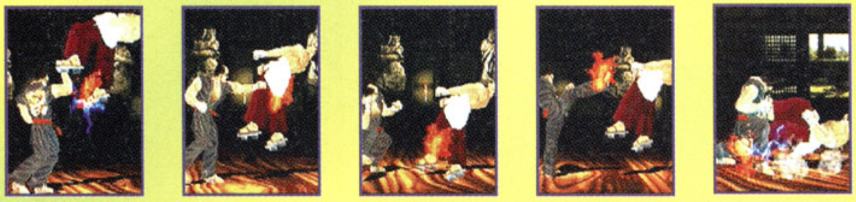


Tap RP | Tap LP | Tap LP | Tap RP | Tap LK | Tap LK | Tap RP | Tap LP | Tap RK | Tap LK

HEIHACHI

KILLER COMBOS

Five-Hit Kick-Juggle Combo



Motion → ↓ ↘ RP

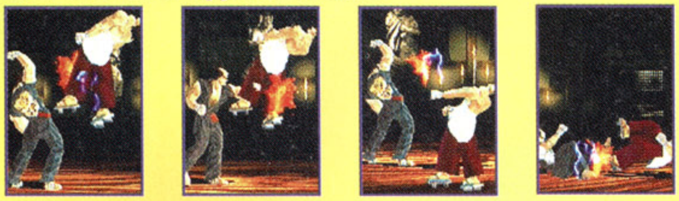
Tap LP

Motion → ↓ ↘ RK

Tap RK

Run in, tap (↓ RK)

Four-Hit Power-Uppercut Combo



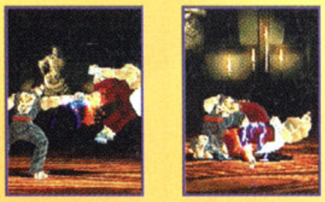
Tap →, (→ RP)

Tap LP

Tap →, (→ RP), RK

Tap LK

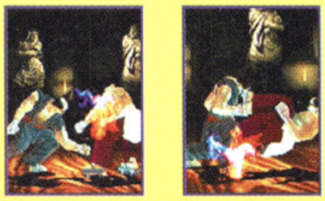
Two-Hit Hard-Pounce



Motion ↓ ↘ → RP

Tap (↑ RP)

Two-Hit Power-Stomp Combo

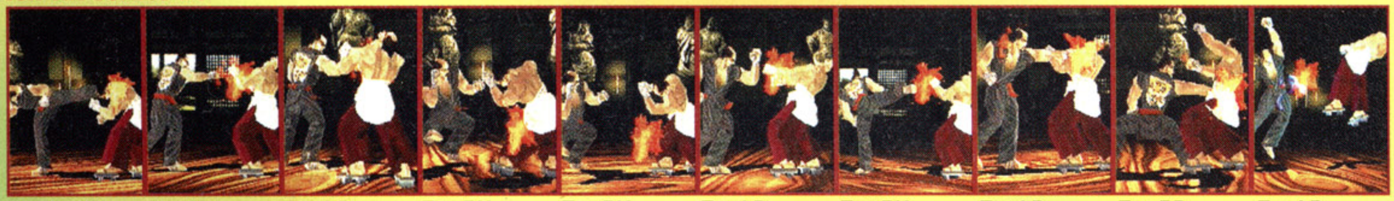


Tap (↓ RK LP)

Run in, tap (↓ RK)

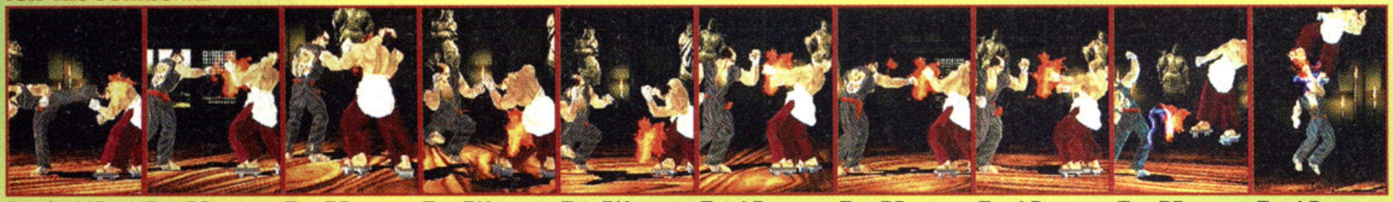
Ten-Hit Combos

Ten-Hit Combo #1



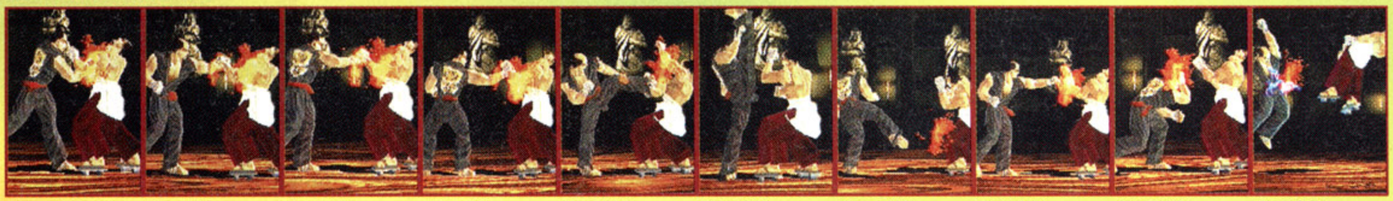
Tap (↘ LK) Tap RP Tap RP Tap RK Tap RK Tap LP Tap RK Tap LP Tap RP Tap LP

Ten-Hit Combo #2



Tap (↘ LK) Tap RP Tap RP Tap RK Tap RK Tap LP Tap RP Tap LP Tap RP Tap LP

Ten-Hit Combo #3

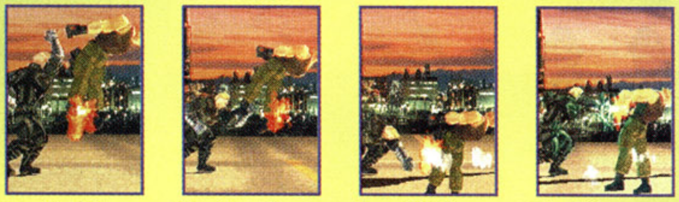


Tap →, hold →, tap RP Tap LP Tap RP Tap RP Tap LK Tap RK Tap RK Tap LP Tap RP Tap LP

JACK 2

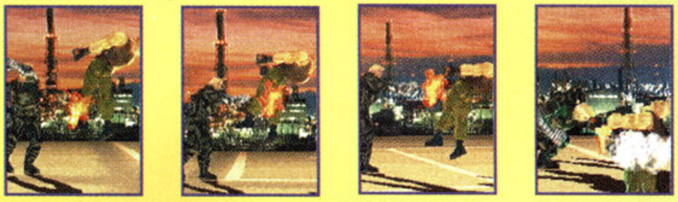
KILLER COMBOS

Four-Hit Uppercut-Juggle Combo



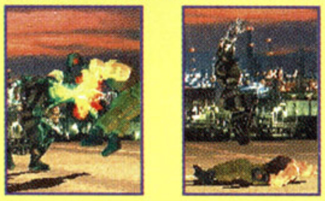
Tap (↘ RP) Tap (↓ LP) Tap (↓ LP) Tap RP

Four-Hit Rising Combo



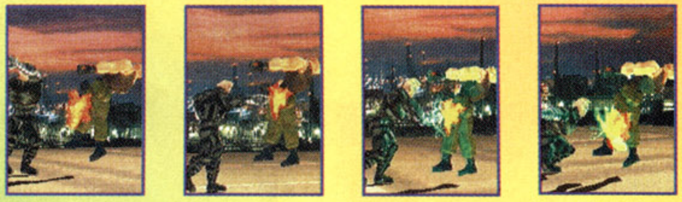
While rising, tap LP Tap RP Walk in, tap RP Motion ← ↙ ↓ ↘ LP

Two-Hit Megaton-Punch Combo



Motion ← ↙ ↓ ↘ RP Tap (↑ RP)

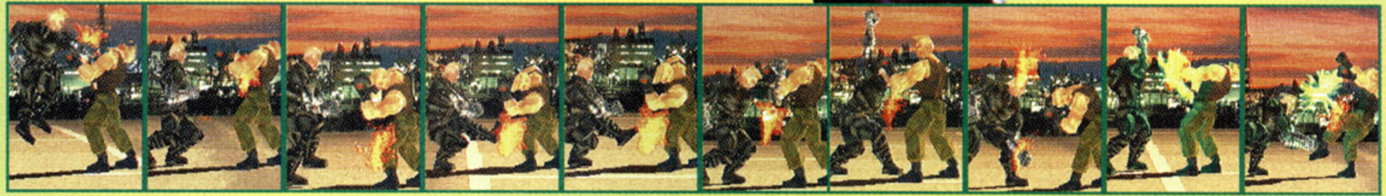
Four-Hit Super Rising Combo



While rising, tap LP Tap (→ RP) Tap (→ LP RP) Tap (LP RP)

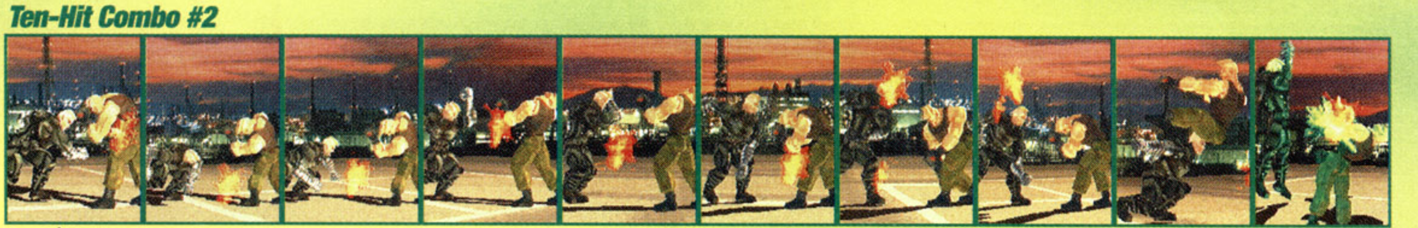
Ten-Hit Combos

Ten-Hit Combo #1



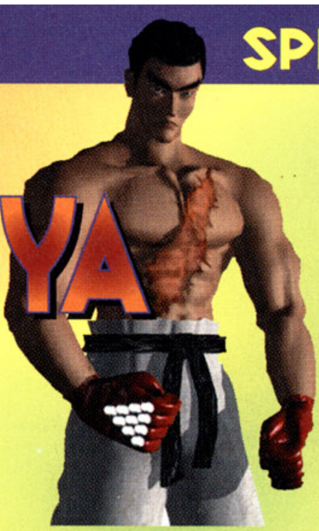
Tap (↗ LP) Tap LP Tap RK Tap LK Tap RK Tap LP Tap RP Tap LP Tap (LP RP) Tap (LP RP)

Ten-Hit Combo #2



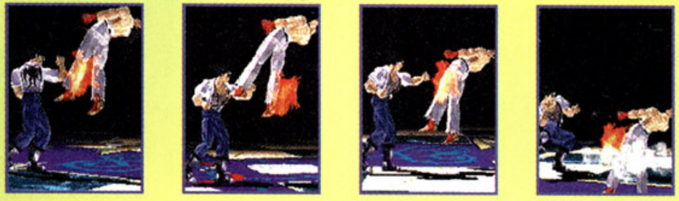
Tap (↓ RP) Tap LP Tap LP Tap LP Tap RP Tap LP Tap RP Tap LP Tap (↓ LP RP) Tap (LP RP)

KAZUYA



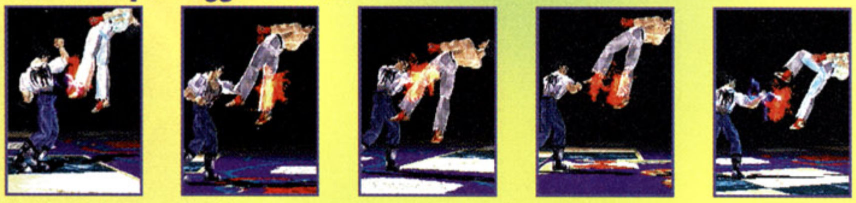
KILLER COMBOS

Four-Hit Sweep-Kick Juggle Combo



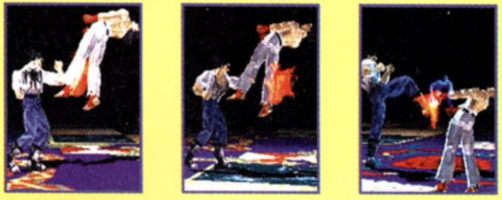
Tap (↘ RP)
Tap LP
Tap LP
Motion → ↓ ↘ RK

Five-Hit Super Juggle Combo



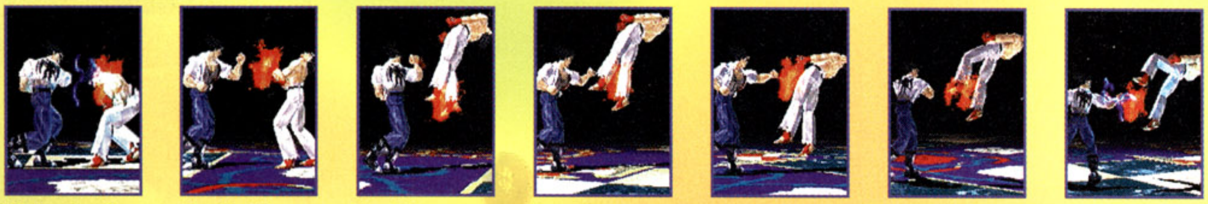
Motion → ↓ ↘ RP
Tap LP
Tap LP
Tap RP
Tap RP

Three-Hit Uppercut-Juggle Combo



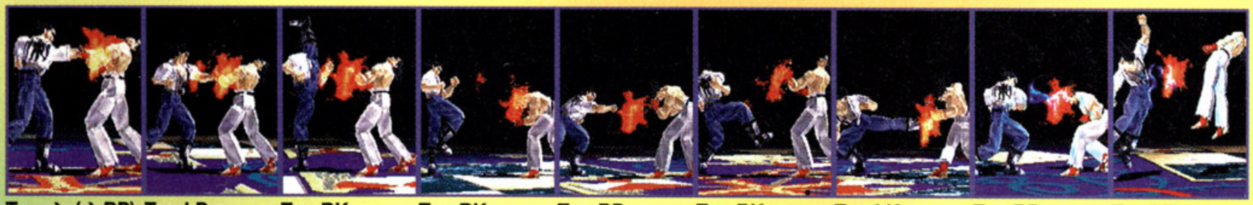
Tap (↘ RP)
Tap LP
Tap (→ RK)

Seven-Hit Stun Combo



While standing, tap RP
Tap (↘ LP)
Tap RP
Tap LP
Tap LP
Tap RP
Tap RP

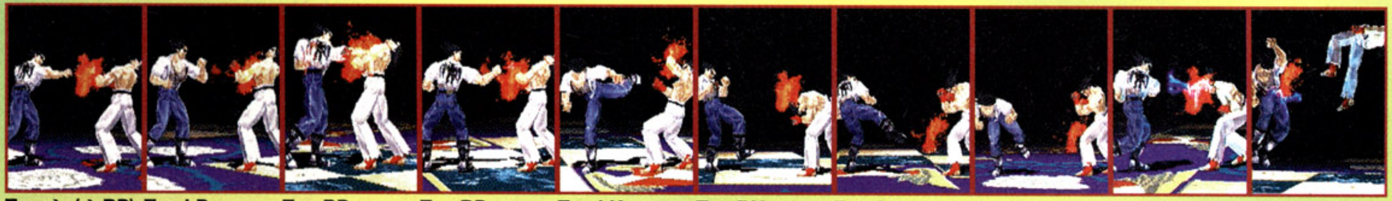
Nine-Hit Combo



Tap →, (→ RP)
Tap LP
Tap RK
Tap RK
Tap RP
Tap RK
Tap LK
Tap RP
Tap LP

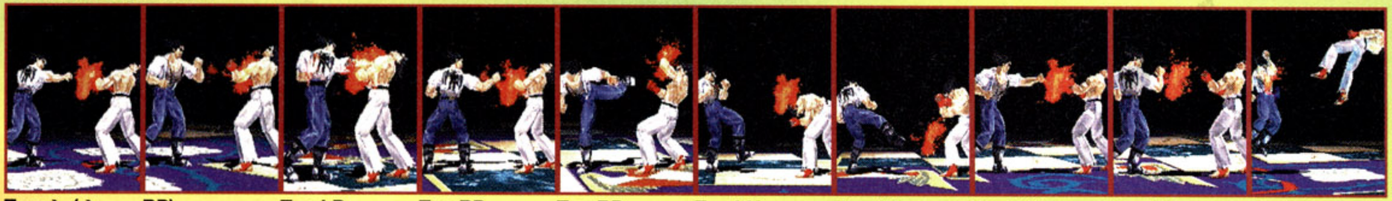
Ten-Hit Combos

Ten-Hit Combo #1



Tap →, (→ RP)
Tap LP
Tap RP
Tap RP
Tap LK
Tap RK
Tap RK
Tap LK
Tap RP
Tap LP

Ten-Hit Combo #2

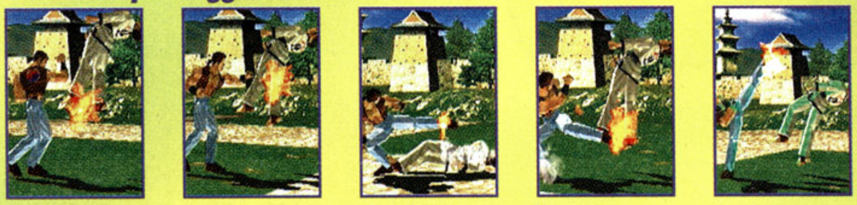


Tap →, (→ RP)
Tap LP
Tap RP
Tap RP
Tap LK
Tap RK
Tap RK
Tap LP
Tap RP

KILLER COMBOS

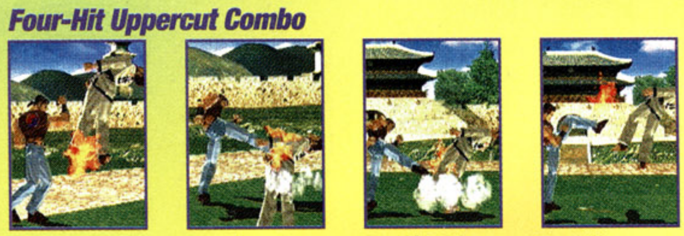
BAEK

Five-Hit Super Juggle-Kick Combo



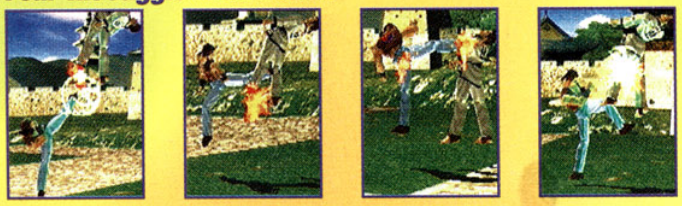
Tap (↘ RP) Tap LP Tap (↓ LK) Tap LK Tap LK

Four-Hit Uppercut Combo



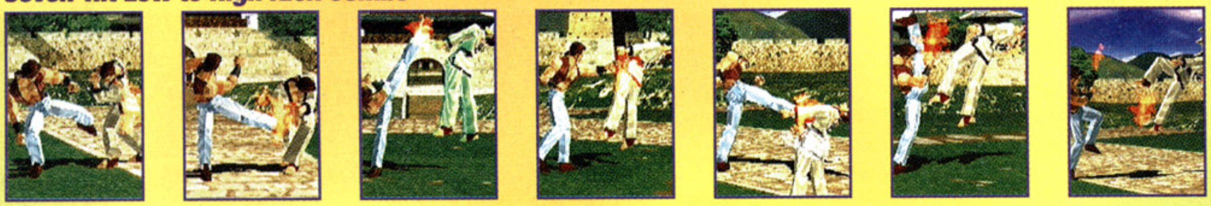
Tap (↘ RP) Tap (↓ RK) Tap (↓ RK) Tap LK

Four-Hit Juggle-Kick Combo



Motion → ↓ ↘ LK Tap (↗ LK) Tap RK Tap LK

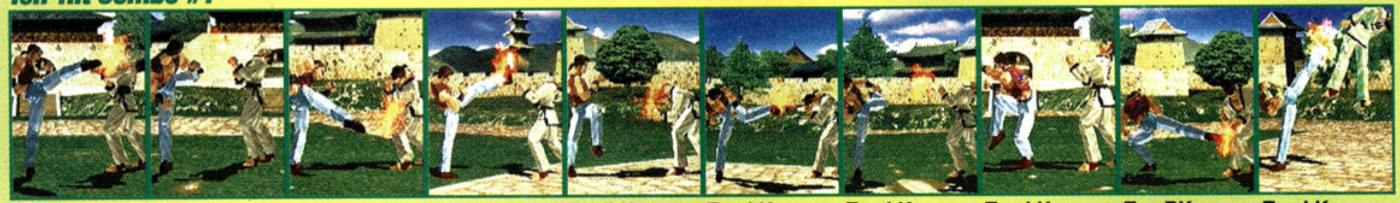
Seven-Hit Low to High Kick Combo



Tap (↓ LK) Tap LK Tap LK Tap LP Tap (↓ RK) Tap LK Tap LK

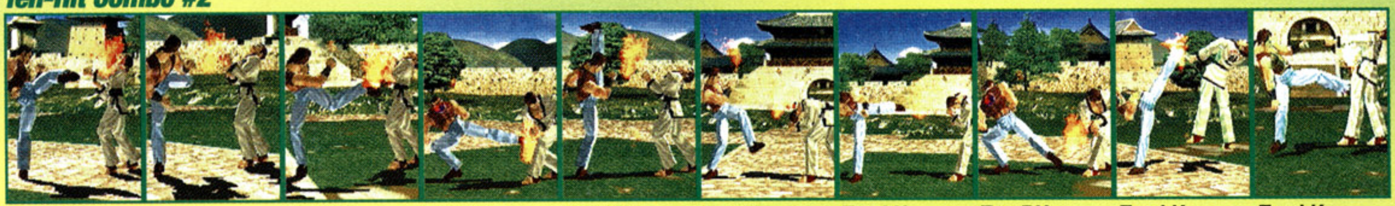
Ten-Hit Combos

Ten-Hit Combo #1



Tap RK Tap LK Tap RK Tap LK Tap LK Tap LK Tap LK Tap LK Tap RK Tap LK

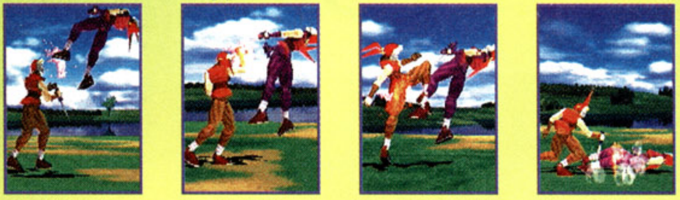
Ten-Hit Combo #2



Tap RK Tap LK Tap LK Tap RK Tap LK Tap LK Tap LK Tap RK Tap LK Tap LK

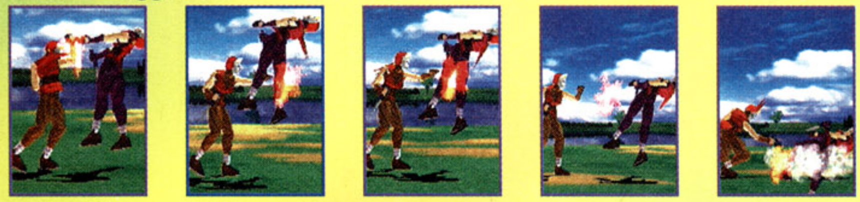
KUNIMITSU KILLER COMBOS

Four-Hit Double-Uppercut Combo



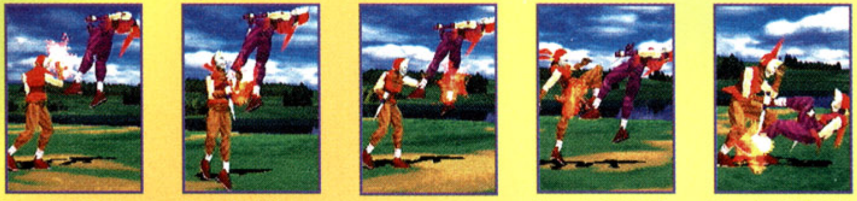
Tap (↘ RP) | Tap (↘ RP) | Tap →, (→ RK) | Tap (↙ RP)

Five-Hit Juggle-Stab Combo



Tap (↘ RP) | Walk in, tap LP | Tap LP | Tap LP | Tap (↙ RP)

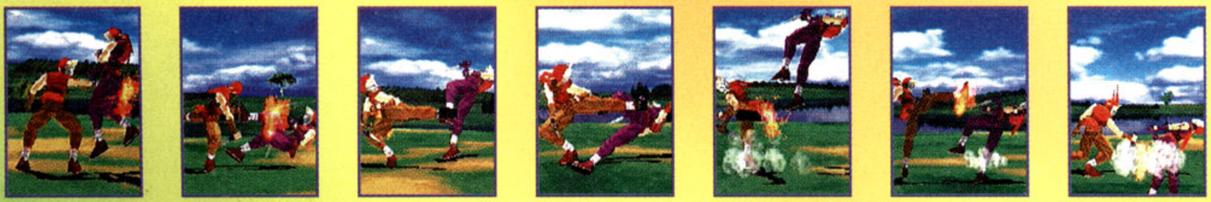
Five-Hit Uppercut-Juggle Combo



Tap (↘ RP) | Tap (← LP) | Tap LP | Tap →, (→ RK) | Tap (↗ LK RK)

Seven-Hit Ground-Juggle Combo

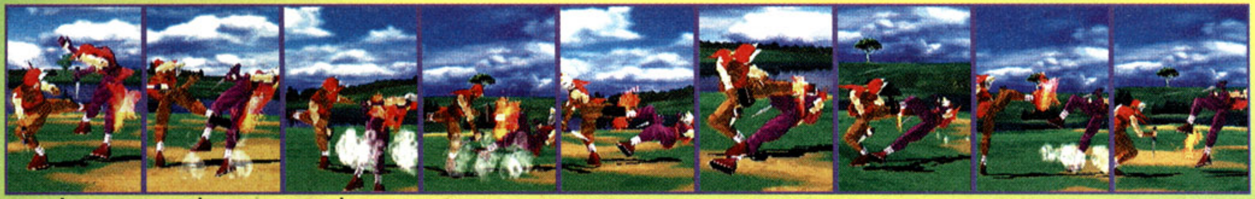
Note: The third LK misses your opponent.



Tap →, (→ RP) | Motion ↓ ↙ LK | Hold ↙, tap LK | Hold ↙, tap LK, LK | Hold ↙, tap LK | Hold →, tap RK | Tap (↙ RP)

Nine-Hit Super Ground-Juggle Combo

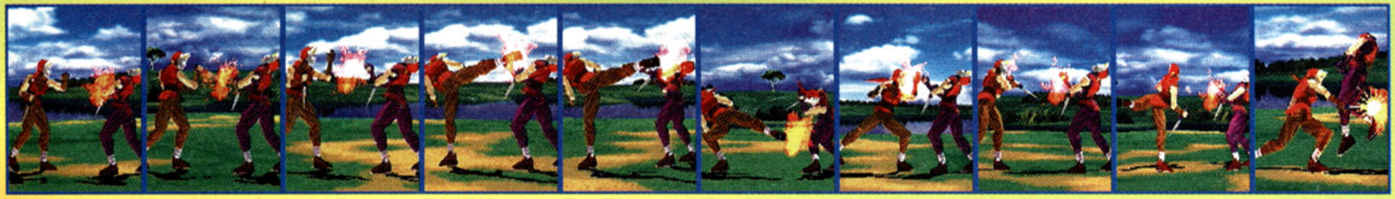
Note: The third LK misses your opponent.



Hold ↓, tap (↘ LK) | Tap (↓ RK) | Hold ↓, tap (↘ LK) | Hold ↙, tap LK | Tap LK | Tap LK, LK | Tap LK | Hold →, tap RK | Tap (↙ RP)

Ten-Hit Combo

Ten-Hit Combo #1

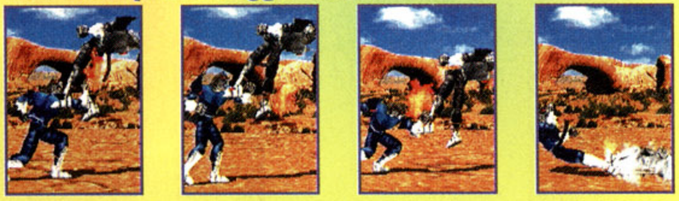


Tap LP | Tap RP | Tap LP | Tap RK | Tap RK | Tap RK | Tap LP | Tap RP | Tap LK | Tap RP

ARMOR KING

KILLER COMBOS

Four-Hit Flip-Kick Juggle Combo



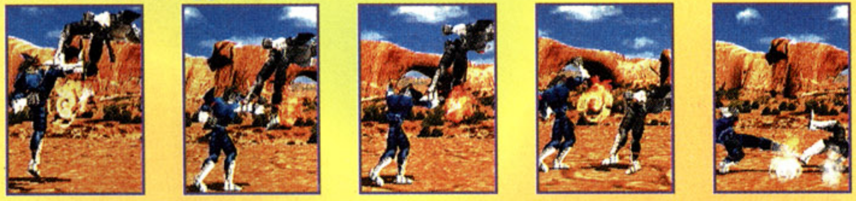
Hold ↓, tap (↘ RP)

Tap LP

Tap (↘ LP)

Tap (↘ LK RK)

Five-Hit Kick-Juggle Combo



Tap (↗ RK)

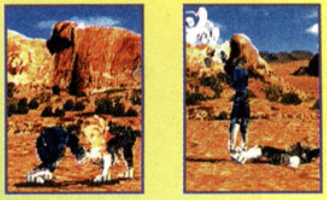
Tap LP

Tap RP

Motion → ↓ ↘ RP

Tap (↓ LK RK)

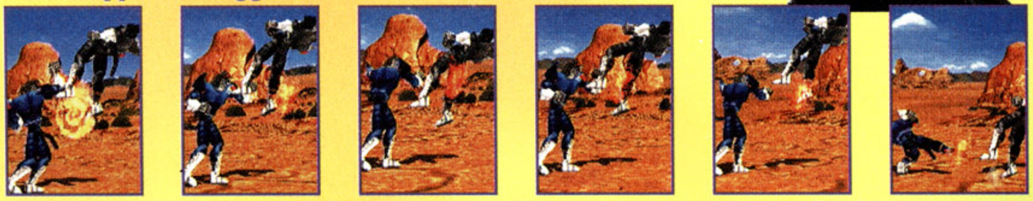
Two-Hit Super Combo



Hold (↗ LP RP), hold ↓

Hold (↗ LP RP), hold ↓

Six-Hit Uppercut-Juggle Combo



Motion → ↓ ↘ RP

Tap LP

Tap RP

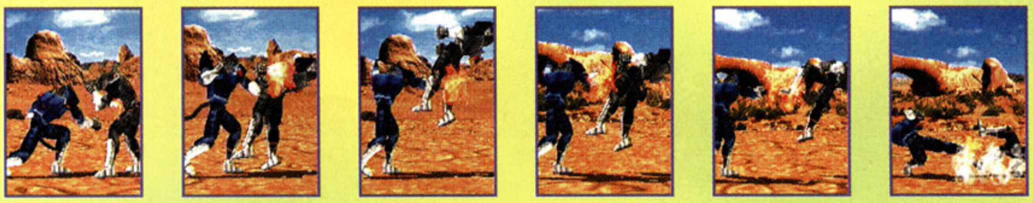
Tap LP

Tap RP

Tap (↓ LK RK)

Six-Hit Counter Combo

Note: To start the combo, you must first counter an incoming move with the following: Tap →, →, neutral, tap RP.



Tap →, →, neutral, tap RP

Tap LP

Tap RP

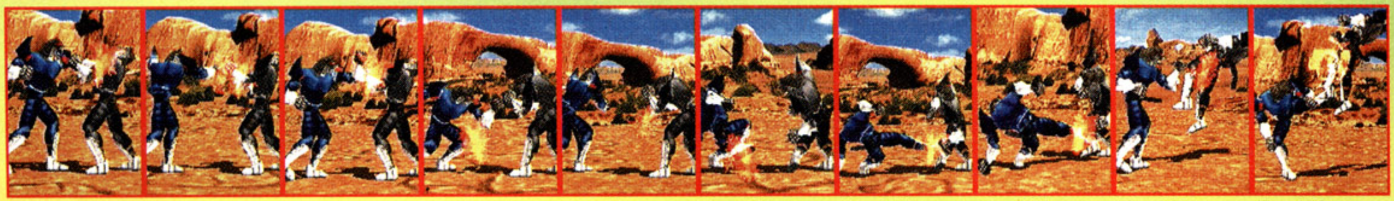
Tap LP

Tap RP

Tap (↓ LK RK)

Ten-Hit Combo

Ten-Hit Combo #1



Tap LP

Tap RP

Tap LP

Tap LP

Tap RP

Tap RK

Tap RK

Tap RK

Tap LP

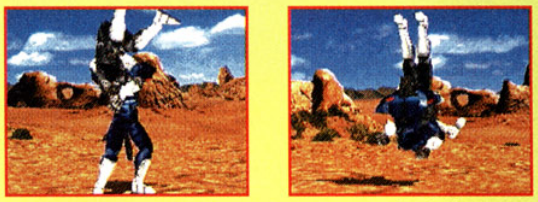
Tap LK

Bone-Crushing Linker

It's unfortunate that with all of King's linking moves his doppelganger Armor King has only one. On the bright side, Armor King's linking move is easy to perform and it inflicts massive damage.

Brain Buster to Pile Driver

From the normal throw you can go into a Pile Driver. The timing is very fast: As soon as you grab your opponent, start tapping the buttons to execute the other move.



When in close, tap (RP RK)

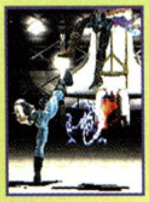
Quickly tap ↓, ↓, (↓ LP RP)

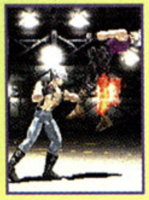
LEE

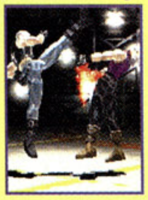
KILLER COMBOS

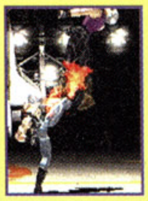
Four-Hit Counter Combo

Note: To start this combo, you must counter an incoming move.

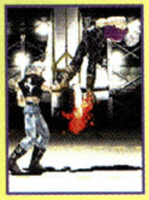

Motion ↓ ↙ RK

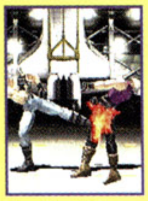

Walk in, tap LP

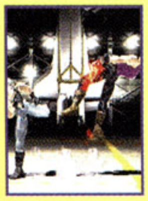

Tap →, →, LK

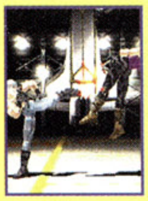

Tap RK

Four-Hit Uppercut to Kick Combo

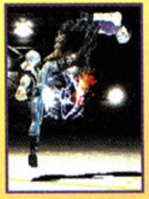

Tap (↘ RP)

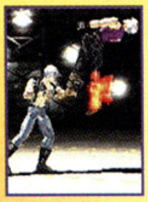

Tap (↓ LK)

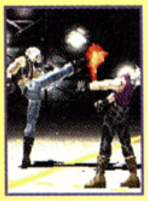

Tap LK

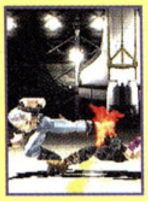

Tap LK

Four-Hit Juggle-Kick Combo


Tap (↗ RK)

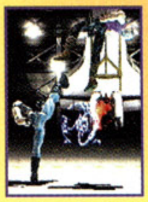

Tap →, LP

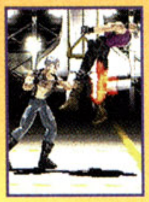

Tap RK

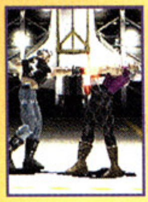

Tap →, →, (LK RK)

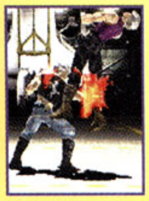
Five-Hit Super-Counter Combo

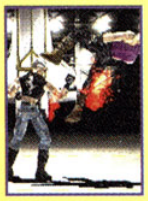
Note: To start this combo, you must counter an incoming move.


Motion ↓ ↙ RK

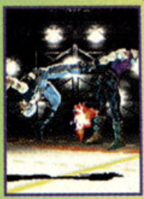

Walk in, tap LP

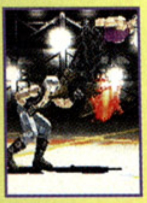

Hold →, tap RP

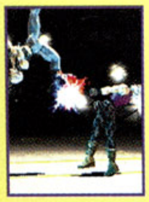

Tap RP


Tap RP

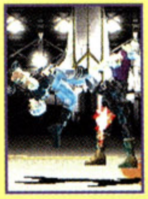
Three-Hit Flip-Kick Combo

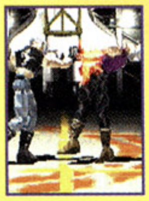

Hold ↓, tap (↗ RK)

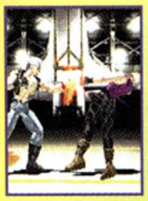

Hold ↓, tap LP

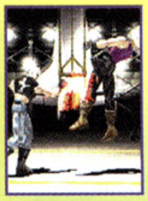

Hold ↓, tap (↗ RK)

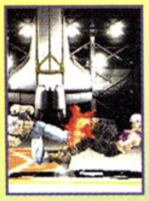
Five-Hit Juggle Side-Kick Combo


Hold ↓, tap (↗ RK)


Walk in, tap RP

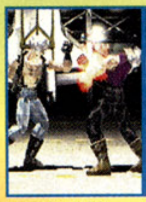

Tap LP

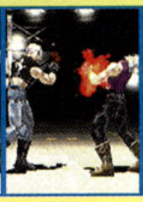

Tap RP

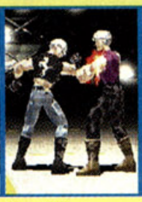

Tap →, →, (LK RK)

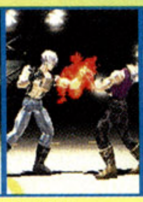
Ten-Hit Combo

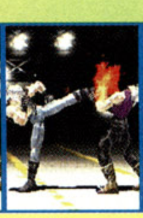
Ten-Hit Combo #1

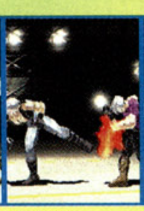

Tap (↘ LP)

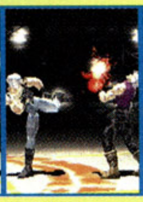

Tap RP

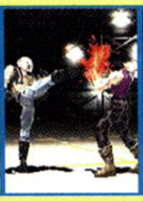

Tap RP

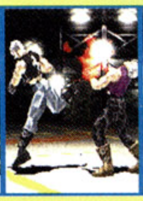

Tap LP

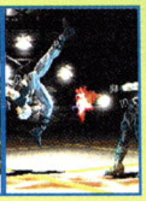

Tap LK


Tap LK


Tap LK


Tap RK


Tap LK

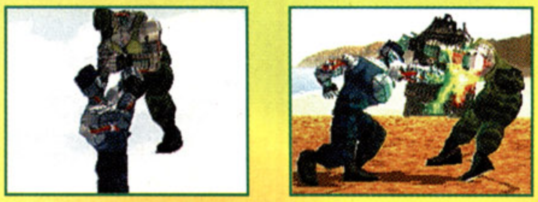

Tap RK

Bone-Crushing Linker

The grab move that should have linked in Tekken finally does! This basic linker is easy to perform and inflicts massive damage.

Choke Hold to Power Punch

From the normal throw you can go into a Power Punch. The timing is very easy: As soon as you grab your opponent, and the camera angle switches, start tapping out the next move.

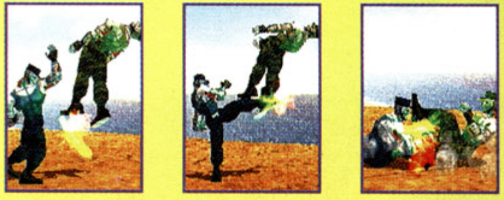


When in close, tap (RP RK)

Motion ← ↙ ↓ ↘ → RP

P. JACK KILLER COMBOS

Three-Hit Basic Juggle Combo

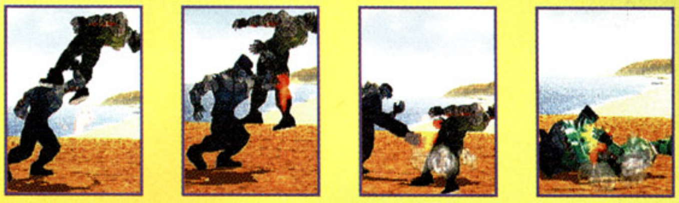


Motion ← ↙ ↓ ↘ LP

Tap LK

Tap (↗ LK RK)

Four-Hit Sit-Down Combo



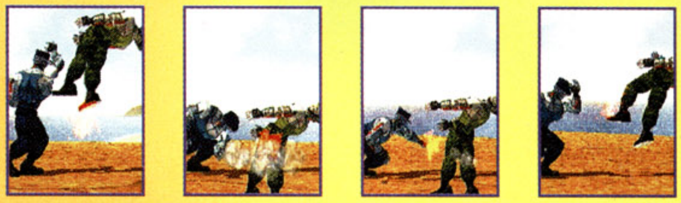
Tap (↘ RP)

Tap LP

Tap (↓ RK)

Tap (↗ RK)

Four-Hit Super Juggle Combo



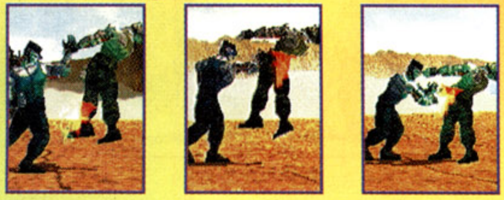
Tap (↘ RP)

Tap (↘ LP)

Tap LP

Tap LP

Three-Hit Uppercut Combo

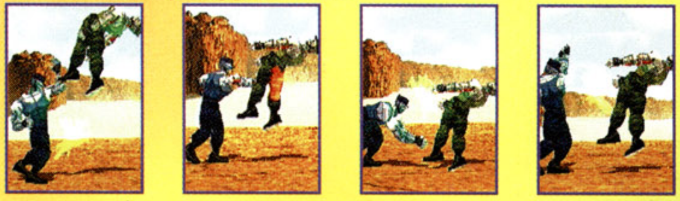


Motion ← ↙ ↓ ↘ LP

Tap (→ RP)

Tap (→ LP RP)

Four-Hit Rising Juggle Combo



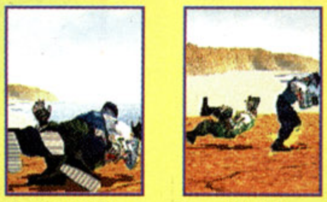
Motion ← ↙ ↓ ↘ LP

Tap (→ RP)

Tap (LP RP)

Tap (LP RP)

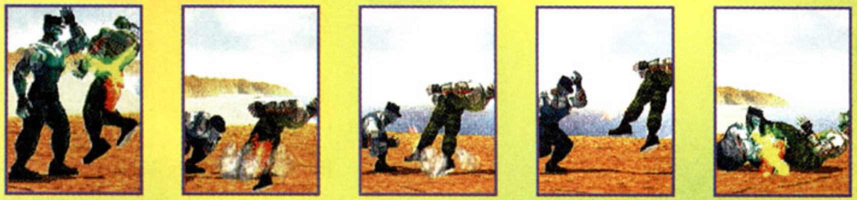
Two-Hit Dive-Bomb Combo



Tap (LP RP)

Tap (LK RK)

Five-Hit Super-Move Combo



Tap (→ RK), LP

Hold ↓, tap LP

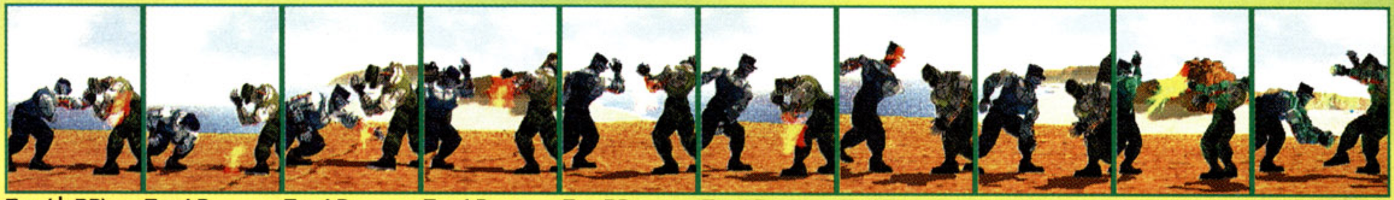
Tap LP

Tap LP

Tap (↗ LK RK)

Ten-Hit Combo

Ten-Hit Combo #1



Tap (↓ RP)

Tap LP

Tap LP

Tap LP

Tap RP

Tap LP

Tap RP

Tap LP

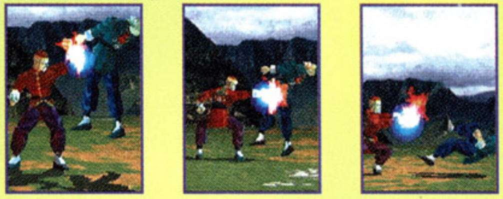
Tap (LP RP)

Tap (LP RP)

KILLER COMBOS

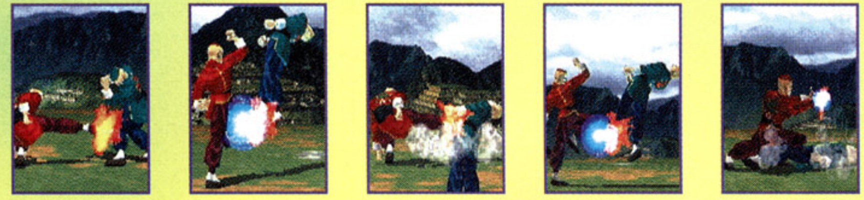
WANG

Three-Hit Uppercut Combo



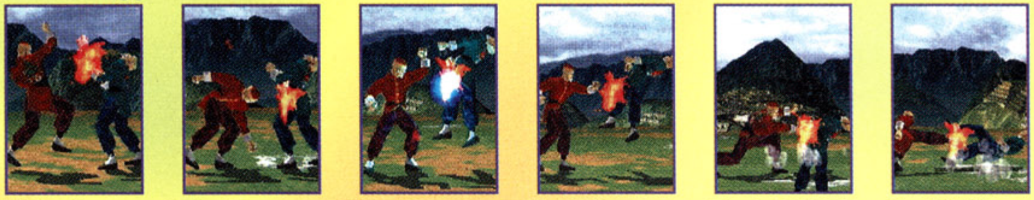
Tap ←, (← LP)
Motion ↓ ↘ → RP
Tap (↘ LP RP)

Five-Hit Super Uppercut Combo



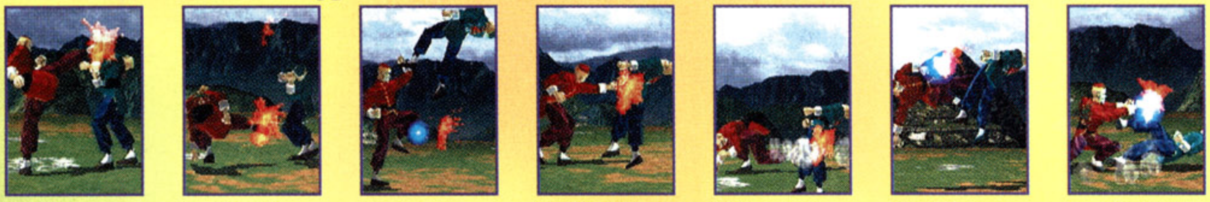
Tap (↓ RK)
Tap LP
Tap (↓ RK)
Tap LP
Tap (↘ LP RP)

Six-Hit Juggle Combo



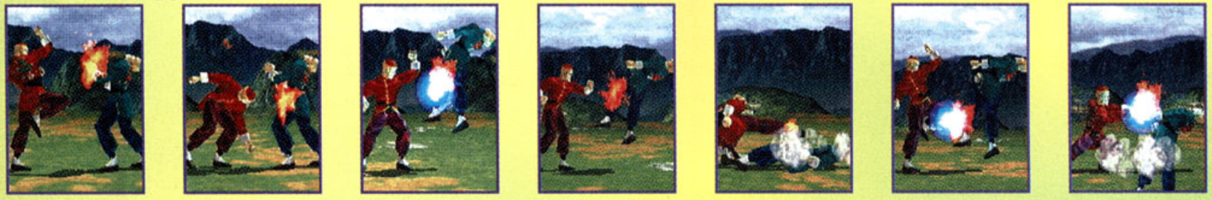
While rising, tap RP
Tap LP
Tap LP
Tap LP
Tap →, (→ LP RP)
Tap (↓ RK)

Seven-Hit Ground to Air Juggle Combo



Tap RK
Tap (↓ RK)
Tap LP
Tap (↓ LP)
Motion ↓ ↘ RK
Tap LK
Tap (↘ LP RP)

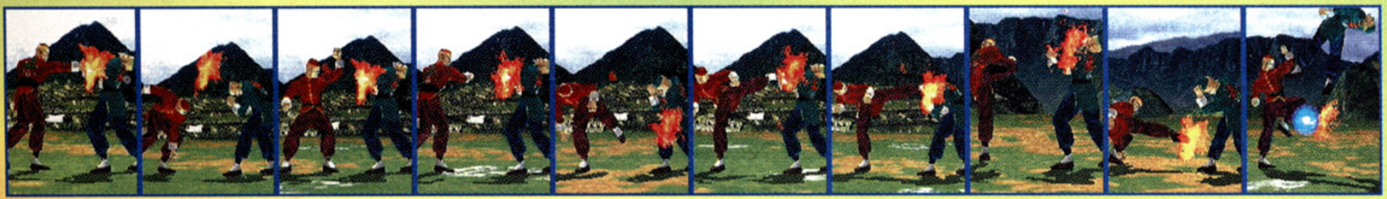
Seven-Hit Juggle-Punch Combo



While rising, tap RP
Tap LP
Tap LP
Tap LP
Tap (↓ RK)
Tap LP
Tap (↘ LP RP)

Ten-Hit Combo

Ten-Hit Combo #1



Tap RP
Tap LP
Tap LP
Tap RP
Tap LK
Tap LK
Tap LK
Tap RK
Tap RK
Tap LP

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Press 3	Tekken 2 (PlayStation)

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Supr Golf	12
Surf Ninjas	12
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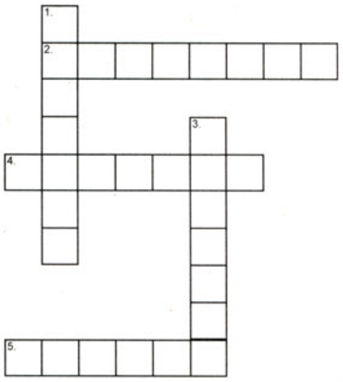

DOWN
1. He defeats Shang Tsung in MK the Movie.
3. The original title of Nintendo 64. _______ Reality.

ACROSS
2. Basic or Killer ________.
4. He played Rayden. Christopher ________.
5. What kind of animal is Jumping flash.

Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name address and phone number to :
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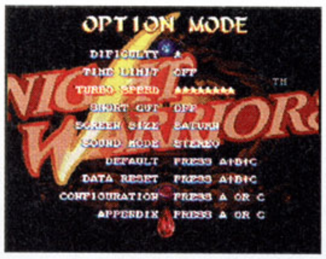
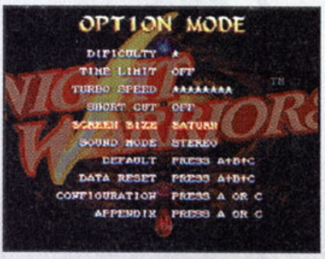
TM
ARCADE
VS
OPTION



```
OPTION MODE
   DIFICULTY  ★
  TIME LIMIT  OFF
 TURBO SPEED  ★★★★★★★★
   SHORT CUT  OFF
 SCREEN SIZE  SATURN
  SOUND MODE  STEREO
     DEFAULT  PRESS A+B+C
  DATA RESET  PRESS A+B+C
CONFIGURATION  PRESS A OR C
    APPENDIX  PRESS A OR C
```



```
OPTION MODE
   DIFICULTY  ★
  TIME LIMIT  OFF
 TURBO SPEED  ★★★★★★★★
   SHORT CUT  OFF
 SCREEN SIZE  SATURN
  SOUND MODE  STEREO
     DEFAULT  PRESS A+B+C
  DATA RESET  PRESS A+B+C
CONFIGURATION  PRESS A OR C
    APPENDIX  PRESS A OR C
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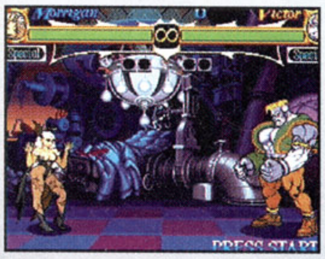


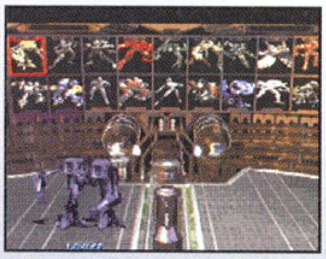
More turbo speeds: To raise the turbo to ten stars, go to the Options screen, highlight Turbo, and **press X, X, Right, A, Z**. You'll hear a sound. Now you can crank the speed to ten stars for a real fast fight.

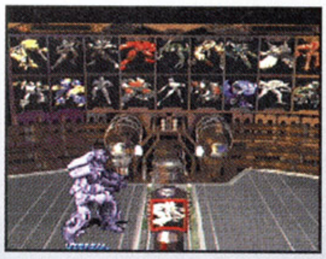
Clean pause: To eliminate the darkening effect and the word "Pause" from the screen when you pause the game, go to the Options screen, highlight Screen Size, and **press A, C, Y, Y, Up**. You'll hear a sound. Now when you pause the game, the screen is crystal clear.

Saturn

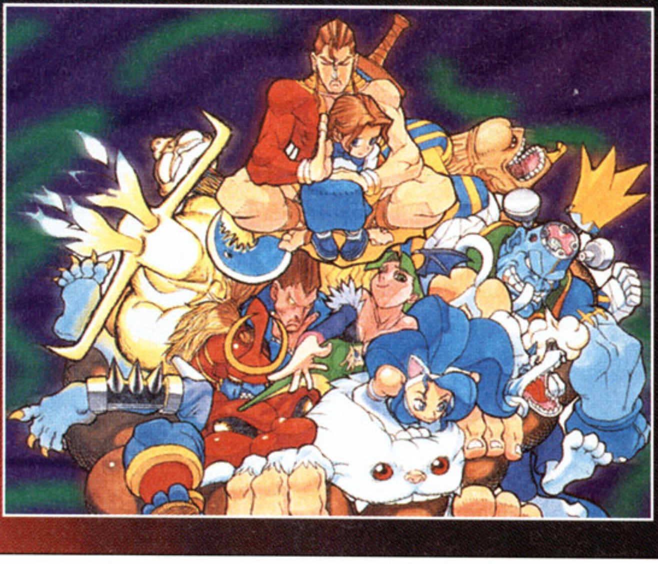
Rise of the Robots 2

Play as Vitriol





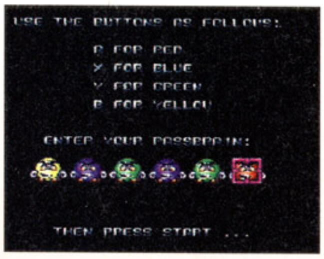
To play as the hidden fighter Vitriol, at the fighter-select screen, **press Right, Right, Right, Up, Up, Down, Left, Left, Down, Down**.



Super NES

The Brainies

Passwords



```
USE THE BUTTONS AS FOLLOWS:

        A FOR RED
        X FOR BLUE
        Y FOR GREEN
        B FOR YELLOW

   ENTER YOUR PASSWORD IN:

    THEN PRESS START ...
```

TIME
JOKER
SCORE
LEVEL
289
0
0000
100

Level	Password
5:	Blue, Yellow, Red, Green, Yellow, Red
10:	Red, Green, Red, Red, Red, Yellow
15:	Yellow, Yellow, Blue, Yellow, Green, Red
20:	Yellow, Yellow, Green, Green, Red, Blue
25:	Red, Blue, Green, Red, Red, Yellow
30:	Green, Blue, Yellow, Green, Red, Red
35:	Blue, Red, Green, Blue, Yellow, Blue
40:	Blue, Red, Red, Yellow, Yellow, Red
45:	Green, Blue, Red, Yellow, Blue, Green
50:	Yellow, Green, Red, Blue, Green, Green
55:	Yellow, Green, Yellow, Blue, Red, Blue
60:	Blue, Yellow, Green, Red, Yellow, Red
65:	Red, Yellow, Green, Red, Blue, Blue
70:	Yellow, Green, Green, Yellow, Blue, Yellow
75:	Green, Blue, Blue, Red, Blue, Blue
80:	Red, Blue, Red, Yellow, Blue, Green
85:	Yellow, Yellow, Red, Red, Green, Red
90:	Green, Green, Yellow, Green, Yellow, Green
95:	Red, Yellow, Yellow, Green, Blue, Green

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Saturn

Battle Arena Toshinden Remix

Big-Head Mode and Different Camera Angles

BATTLE ARENA TOSHINDEN 闘神伝
REMIX
STORY MODE
1P GAME
VS HUMAN
VS COMPUTER
OPTIONS
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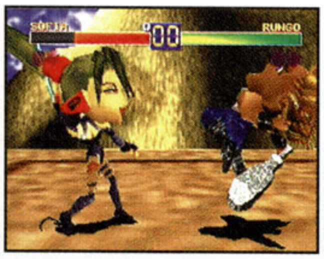
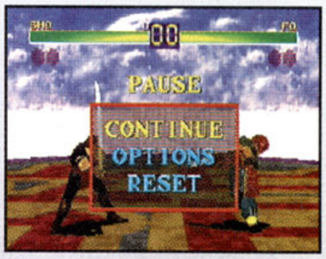
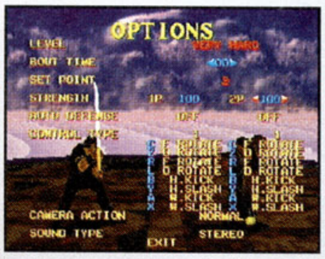
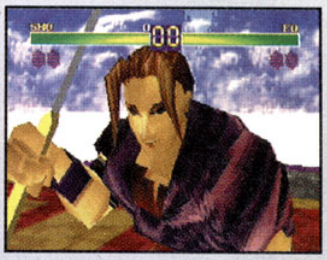
REPROGRAMMED © SEGA 1996

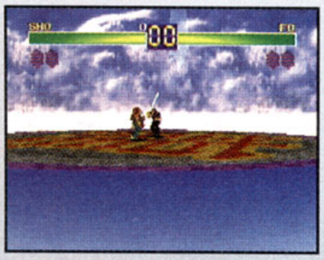


Big-head mode: To play as fighters with some seriously big heads, **hold the top L and R buttons** at the Game Options screen. With the buttons held down, pick a fighter. Now the combatants are deformed.


SHO
00
FO
PAUSE
CONTINUE
OPTIONS
RESET


OPTIONS
LEVEL
BOUT TIME
SET POINT
STRENGTH
AUTO DEFENSE
CONTROL TYPE
CAMERA ACTION
SOUND TYPE
EXIT





Different camera angles: To check out the fight using different camera angles, start a game and pause it. Enter the Options screen and highlight anything except Exit. **Press and hold L**, move the cursor to Exit, and **press R**. Press the following buttons to check out the different angles:

Zoom out: **Press Z**.

Zoom in: **Press Y**.

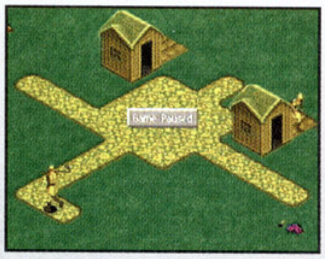
Spin left: **Press L**.

Spin right: **Press R**.

Saturn

The Horde

All Items, Continue Playing with Village Destroyed, Auto-Map Mode, and Watch All Video Sequences



Pause the game and press the following buttons:

All items: **Press B, Right, Left, Left, Down, Right, A, A, Left**.

Continue playing with village destroyed: **Press A, Down, Down, Right, A, Down**.

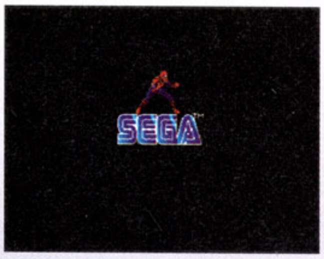
Auto-map mode: **Press Left, A, Up, Down, B, A, A, B**.

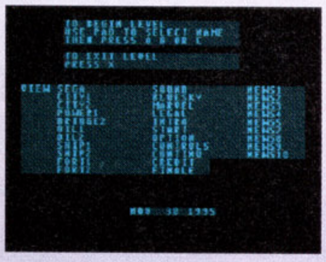
Watch all video sequences: **Press Right, A, Left, Left, A, Up, B**.

32X

Spider-Man: Web of Fire

Debug Menu





To access the debug menu, **press Up, Right, Left, A, Z, Y** at the Sega logo with Spider-Man standing on top of it. Start a game, and press the following buttons to access these cheats:

Debug menu: **Press X**.

See programming coordinates: **Press Y**.

Refill health, webs, lives, and daredevils: **Press Z**.

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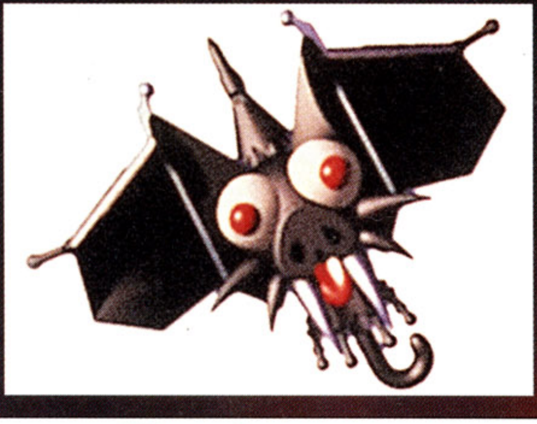
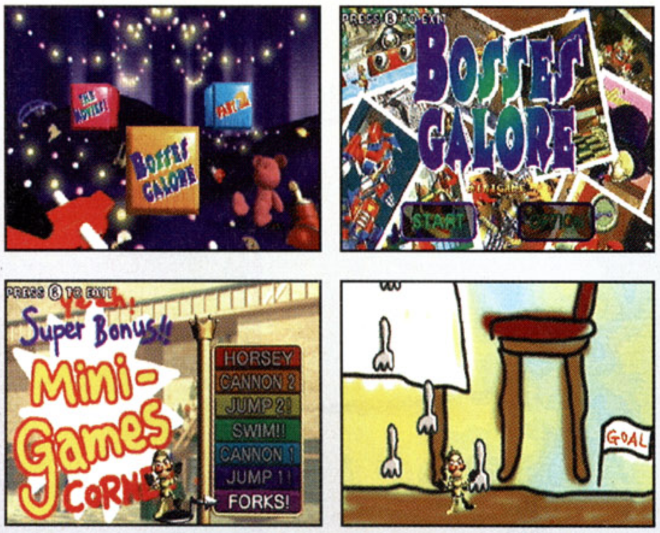


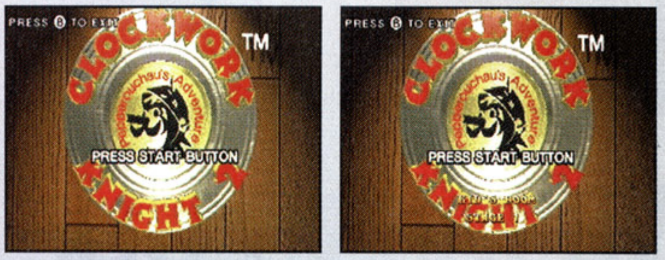
Saturn

Clockwork Knight 2

Minigames, Level Select, and Game End


BOSSES GALORE
PRESS B TO EXIT
BOSSES GALORE
START
OPTION
PRESS B TO EXIT
Yeah!
Super Bonus!!
Mini-Games Corner
HORSEY
CANNON 2
JUMP 2!
SWIM!!
CANNON 1
JUMP 1!
FORKS!
GOAL

Minigames: To find the hidden bonus games, pick Bosses Galore at the games lineup. Then, at the screen with Bosses Galore and the Start and Options boxes, **press Up, Up, Right, Right, Down, Down, Left, Left, X, Y, X**. The word "Minigame" should appear. Press Start, and you can pick from any of the seven minigames.


PRESS B TO EXIT
CLOCKWORK KNIGHT 2
Pepperouchau's Adventure
PRESS START BUTTON
TM
PRESS B TO EXIT
CLOCKWORK KNIGHT 2
Pepperouchau's Adventure
PRESS START BUTTON
TM

These cheats are done at the title screen when the words "Press Start Button" flash:

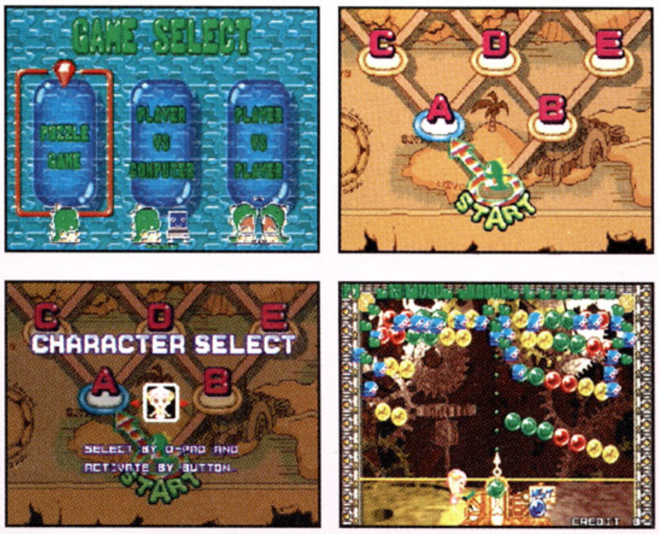
Level select: **Press Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**.

Go to game end: **Press Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**.

PlayStation

Bust-A-Move 2: Arcade Edition

Play as Other Characters in One-Player Mode

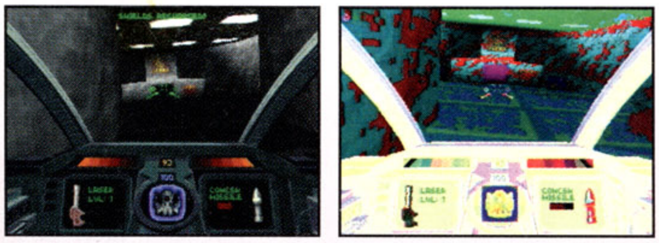

GAME SELECT
PUZZLE GAME
PLAYER VS COMPUTER
PLAYER VS PLAYER
C
D
E
A
B
START
C
D
E
CHARACTER SELECT
A
B
SELECT BY D-PAD AND ACTIVATE BY BUTTON.
START
CREDIT

To play as a character other than the little green dragon in Puzzle mode, at the Start circle on the main map, **press Left, Left, Up, Down, then simultaneously press L1, L2, R1, and R2**. A character-select screen appears. Now you can cycle through the other characters in the game, including enemies from 1 Player vs. Computer mode.

PlayStation

Descent

Extra Life, Full Shields, Negative and Psychedelic Palette Effects, Cloaking, and Crazy Robots



To activate these codes, press the buttons below during gameplay. Words confirming each cheat appear at the top of the screen after the code is entered.

Extra life: **Press** □, △, ○, □, ○, ×, □, △, ○, △, △, ×.

Full shields: **Press** △, △, ×, □, △, ○, △, ×, □, ×, △, ×.

Negative palette effect: **Press** □, △, ○, □, □, ×, ○, △, □, ○, ×, △.

Psychedelic palette effect: **Press** □, △, ○, ○, □, △, □, ×, △, ×, □.

Cloaking: **Press** △, □, ×, ○, □, ×, ○, △, ×, □, ×, △.

Crazy robots: **Press** □, ×, □, ×, ○, □, ○, □, △, ○, ○, □.

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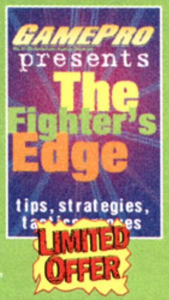
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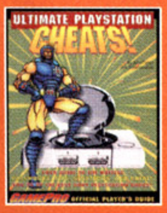
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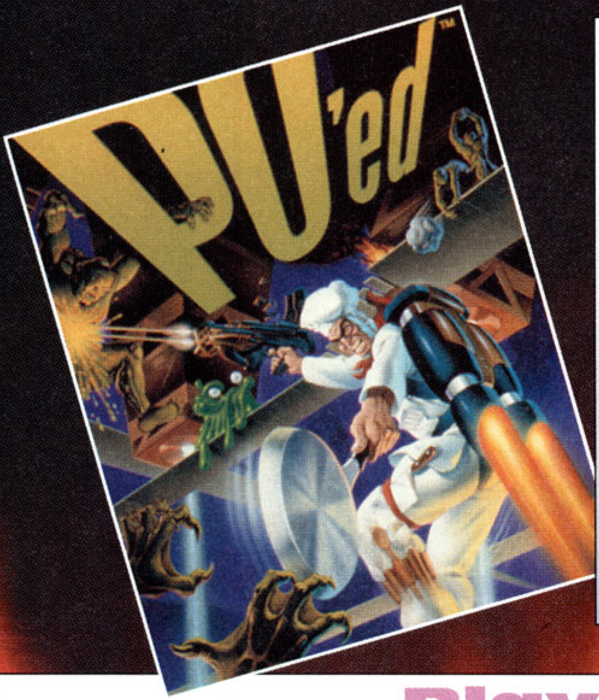
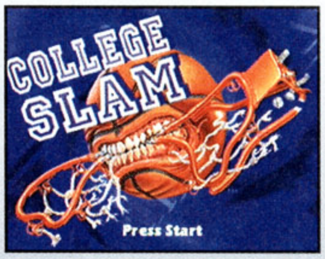
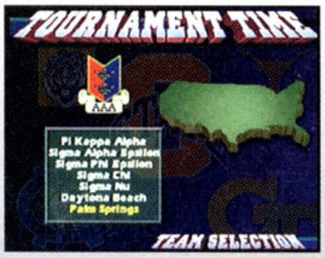


Saturn

College Slam

Hidden Teams



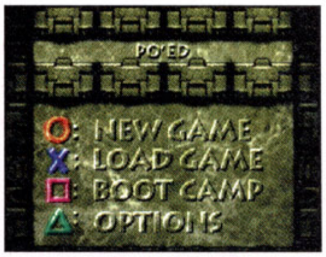


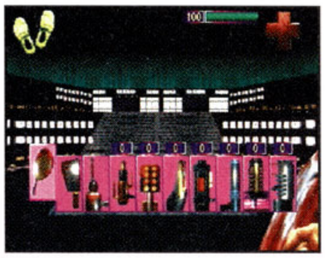
To play as the hidden teams, **press Left, Up, B, Up, Down, Up, Right, C** at the title screen when the words "Press Start" are flashing. You should hear a quick clink when you enter the code. At the team-selection screen for any mode, scroll down until you reach the fraternity and other hidden teams.

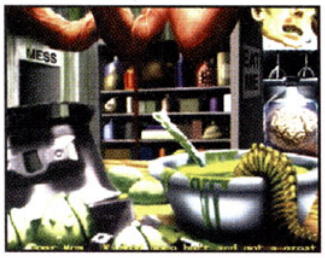
PlayStation

PO'ed

Level Select, Full Inventory, Invincibility, Ammo and Health Refill, and More







Level select: At the main menu, **simultaneously press L1, L2, R1, R2, and Up,** then release them. **Press** ○ to start a new game. At the Difficulty screen, **simultaneously press L1, L2, R1, R2, and Down,** then release them. Pick a difficulty setting, and a level-select menu appears.

Full inventory: Enter Map mode by **simultaneously pressing** □ **and Select**. **Press Left** until the map arrow points toward you. Then **press Start** to return to standard map view. While the camera is rotating, **simultaneously press L1, □, ×, and ○.** Exit Map mode by **pressing Select**. Now when you **press** △**,** you should have all the weapons.

Invincibility: This cheat won't work if you don't have the drill. Bring up the weapons menu and select the frying pan. Call up the weapons menu again. **Simultaneously press** ○ **and R1** until 999 flashes next to your health meter. You're invincible.

Ammo refill: You must be in Foot mode for this cheat to work. Do a back flip by **simultaneously pressing** □ **and L2**. While airborne, **simultaneously press Right, ×, and** ○. All your weapons should be filled with ammo.

Health refill: You must be in Foot mode for this cheat to work. Do a back flip by **simultaneously pressing** □ **and L2**. While you're in the air, **simultaneously press Down, ×, and R2**. Now, your health should be full.

Fart sounds for butts: Select Load Game in the main menu and **simultaneously press L1, L2, R1, and R2.** Exit the Load Game menu. The butts make a farting sound during the game.

See final sequence: Go to the main menu and highlight Load Game. **Press and hold Right, and press** ○. Release Right and **press** △ to cancel. Then **simultaneously press Left and** □. **Press** △ to cancel. You should automatically go to the ending cinematic.

Turn on collision detection: You must be in Jet Pack mode for this cheat to work. First, find any dead body and stand over it. Then **press** △ to bring up the weapons menu. **Simultaneously press L1, Right, and Down.** You should fall through the floor—use the jet pack to keep from falling.

Turn off collision detection: Bring up the weapons menu by **pressing** △. Then **simultaneously press L1, Right, and Down.**

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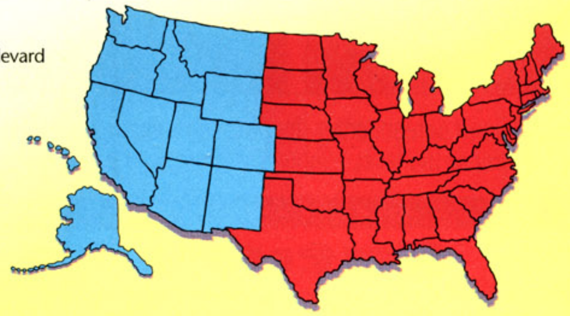

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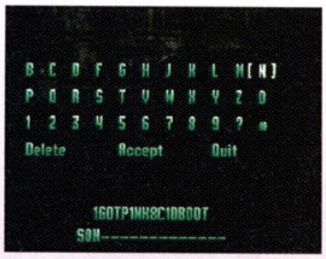
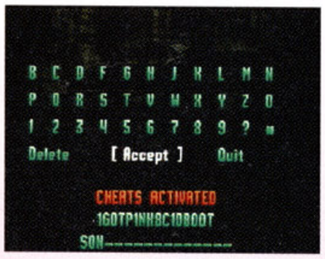
PlayStation

Alien Trilogy

Stage Skip


B C D F G H J K L M [N]
P Q R S T V W X Y Z 0
1 2 3 4 5 6 7 8 9 ?
Delete
Accept
Quit
1GOTP1NK8C1D800T
SON

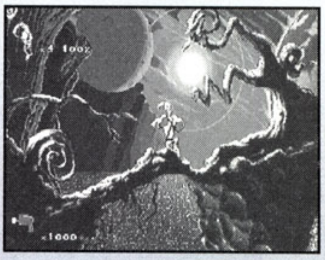

B C D F G H J K L M N
P Q R S T V W X Y Z 0
1 2 3 4 5 6 7 8 9 ?
Delete
[Accept]
Quit
CHEATS ACTIVATED
1GOTP1NK8C1D800T
SON

At the Password screen, enter the password `GOLVL` followed by the number of the level. Highlight Accept, and **press** ×.

Saturn

Earthworm Jim 2

Extra Ammo



Pause the game during play and enter any of the following cheats:

More homing missiles: **Press Y, A, Up, X, C, Left, Y, Up.**

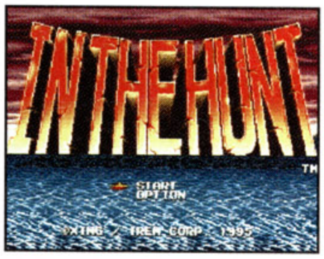
More nuke-gun ammo: **Press Y, A, X, Up, Right, Right, Left, Up.**

More machine-gun ammo: **Press A, Up, Down, Right, Right, Left, X, C.**

PlayStation

In the Hunt

Stage Select and Extra Continues


IN THE HUNT
TM
START
OPTION
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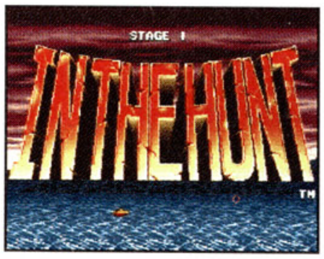
STAGE 1
IN THE HUNT
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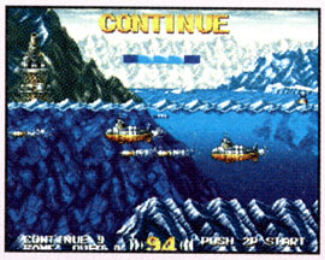
WITH THE FURIOUS EXPLOSION THE D.A.S.'S PLOT TO RULE THE WORLD WAS COMPLETELY DESTROYED.

Stage select: At the title screen, highlight Start. Then **press and hold Up-Left** on the control pad and **hold Select.** While still holding these, **press** ○**.** A stage-select option will appear over the title. Now you can go to any stage in the game and even see the ending.


CONTINUE
CONTINUE 9
94
PUSH 2P START

P 00018706
25
94

Extra continues: When you've used all your continues and your last sub has been destroyed, **press and hold** △ **and Select.** While holding these two buttons, **press Start** to receive five more continues.

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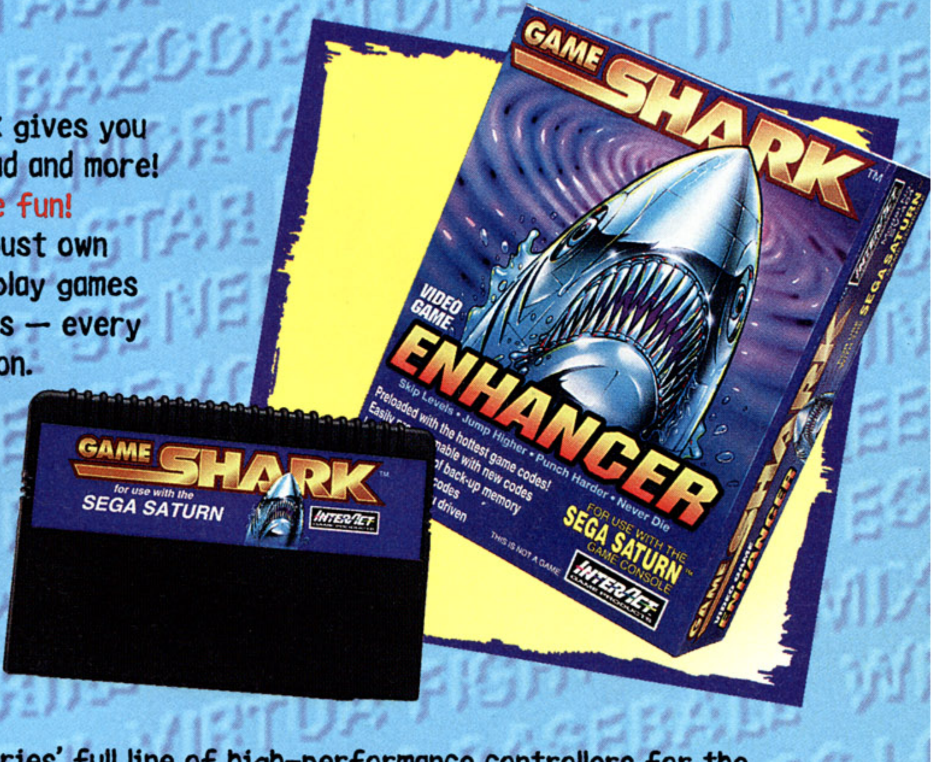
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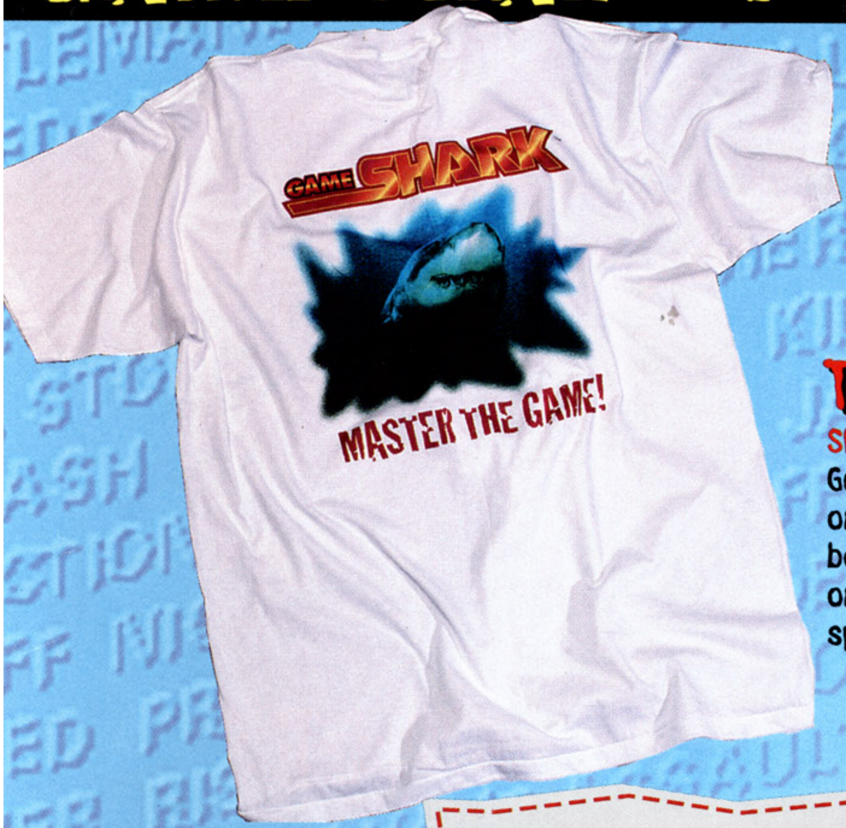

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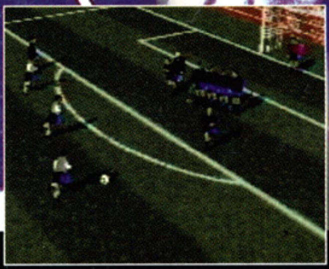

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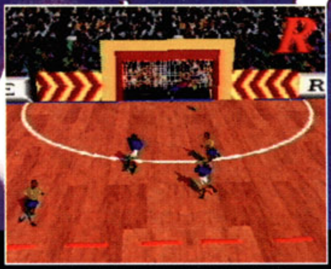

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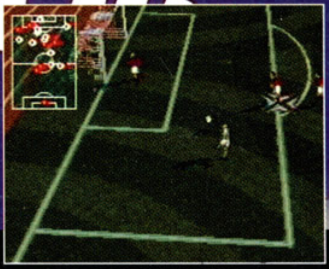

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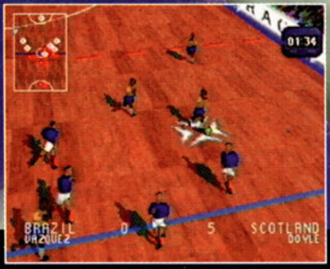

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